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ENSONIQ CDR-1 CD-ROM Manual

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ASR-10/EPS-16 PLUS

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CDR-1

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Introduction

CD-ROM (Compact Disc-Read Only Memory) is a new technology that allows the storage of large amounts of data in an exceptionally small and durable package. CD-ROM disks (unlike floppy disks or hard disks), are not susceptible to magnetic data corruption or head crashes, and a single CD can store roughly 150,000 pages of text (for example), or 70 minutes of stereo sound.

That's an impressive amount of information, even by today's standards. Still, these numbers tell only a small part of the story. The real wonder of CD-ROM technology becomes clear only when we begin to realize what this information represents.

The ENSONIQ CDR-1 CD-ROM disk showcases the work of over 20 world-class recording studios and over 20 of the finest sound developers in the business today. Dozens of artists and instruments have been recorded and sampled according to the strictest of standards, and thousands of hours have been spent tweaking and shaping the resulting sounds, ultimately placing them among the most highly regarded audio samples in the world. ENSONIQ has long had a commitment to creating the finest sound libraries possible for its instruments; the CDR-1 CD-ROM disk will provide ample testimony to this fact.

Included on this disk are 613 Instruments, occupying 248,515 blocks of memory. All the original "in box" sounds included with the EPS and EPS-16 PLUS are here, as are all the original EPS SLT sounds and all the EPS Signature Series sounds. Also included are all the demo banks and sequences originally designed to demonstrate these sounds in context, as well as the "Bonus Beats" sequences - special sequences created in a variety of musical styles that, when used with any of the drum kits contained in this disk, allow you to instantly produce professional-quality drum tracks.

The ENSONIQ CDR-1 CD-ROM disk is the final result of an incredible amount of work produced by some of the most talented people in music today. Still, this is just the first disk in a series of ENSONIQ CD-ROM releases. Though we feel that a certain amount of pride in the CDR-1 CD-ROM disk is justified, it can hardly compare with the exciting possibilities that this disk represents for the future of music production.

EPS-16 PLUS and ASR-10

Except where noted, all descriptions in this manual apply equally to an EPS-16 PLUS or an ASR-10 equipped with a SCSI interface. Any reference to ASR-10 functions or features can be applied equally to the EPS-16 PLUS.

Quick Set-Up Guide

Here's an overview of what you must do to make your CD-ROM system work:

1. Obtain a SCSI CD-ROM drive on which the Priority/ID number can easily be set (see page 10). Most players that are compatible with the Apple Macintosh will work just fine. See the ENSONIQ approved CD-ROM drive list included.
2. Make sure that the SCSI cable has a Macintosh-type connector (DB-25P) on the end you plan to connect to the ASR-10.
3. Make sure the drive has a terminator - either internal or external (see page 7).
4. Set the Priority/ID number for your CD-ROM drive to 4 (see page 10).
5. Connect the drive to the ASR-10.
6. Power on the CD-ROM drive, insert the CDR-1 disk, then power on the ASR-10. The CDR-1 disk does not contain an operating system, so you will need to boot your ASR-10 from a floppy disk or hard disk drive (EPS-16 PLUS owners can also boot from the optional FLASHBANK™ if they so desire). If you are using a hard drive, power it up before powering up the ASR-10, and make sure its SCSI ID is set to something other than 3 or 4 (see page 10).
7. Find a sound that you'd like to load on the accompanying chart; the four-digit number directly to the left of the sound is its SIN (sound identification number). While holding the ***Load*** button on the ASR-10, enter the four-digit SIN on the ASR-10 keypad. When you release the ***Load*** button, the ASR-10 will locate the sound on the CDR-1 disk and display it. Load the sound as you normally would, by pressing the ***Enter•Yes*** button on the ASR-10 and then selecting the ***Instrument•Sequence Track*** location into which you want the sound loaded.

Getting Started

First, a Few Important Notes

Never connect or disconnect the SCSI cable while your ASR-10 or CD-ROM drive is turned on. Serious damage may result.

The ASR-10, like any computer, requires a specific file format on any storage device it uses. This format is specific to the ASR-10. Therefore, you cannot "read" data contained in your ASR-10 CD-ROM directly into another computer. Likewise, CD-ROM disks formatted for other computers or instruments cannot be "read" by the ASR-10.

CD-ROM is a read-only technology. This means that you cannot save files to the CDR-1 disk. You can, however, save Instruments, banks, sequences, or macro files loaded from the CDR-1 disk to other media - floppy disks, hard disks, or the optional FLASHBANK*(EPS-16 PLUS only)*. You could, for example, create a bank that will cause the ASR-10 to load Instruments from the CDR-1 disk, one or more floppy disks, and a hard disk drive. This bank could then be saved to another floppy disk or hard disk drive. For more about banks, see page 19.

Never try to "play" the CDR-1 disk on an audio system - the resulting noise will most likely damage your speakers, your ears and your relationship with anyone who happens to be in the immediate vicinity.

What About Cables?

There are four types of SCSI cables:

1. Apple/ASR-10 to SCSI - a 25-pin D-type subminiature connector (DB-25P) on one end and a standard 50-pin male SCSI connector on the other end. This cable is used to connect an ASR-10 to most hard drives or a CD-ROM drive. Most CD-ROM drive manufacturers supply this type of cable with the drive.
2. SCSI to SCSI - a cable with the standard 50-pin male SCSI connector on both ends. This type of cable is often used to connect two SCSI drives together.
3. SCSI to SCSI Extension - a cable with a male SCSI connector on one end and a female SCSI connector on the other. These connectors can be either the standard 50-pin type or the 25-pin D-type. This type of cable is used to extend the length of another SCSI cable. We do not generally recommend the use of long extension cables.

4. Apple/ASR-10 to Apple/ASR-10 - a cable with 25-pin D-type subminiature connectors (DB-25P) on both ends. This type of cable can be used to connect an ASR-10 directly to a Macintosh computer.

SCSI cables usually come in standard sizes of two feet and six feet. The combined length of all the cables in your SCSI network may be up to six meters (approximately nineteen feet). However, you should avoid cables that approach this limit. Always use cables that are as short as possible for your connections.

SCSI Terminators

The SCSI terminator is simply a resistor network usually implemented on the SCSI devices connected at either end of the SCSI bus. The terminator prevents reflection or ringing on the signal lines, allowing reliable high-speed data transfers.

Warning !

A system configuration (two or more SCSI devices) must have two terminators. Damage may result if more than two terminators are present. Terminator placement is described below.

The terminator is usually implemented in one of two ways: externally or internally. The external terminator resembles two 50-pin SCSI connectors mounted back to back and encased in plastic. This type of terminator is plugged into the SCSI connector of the device and then the SCSI cable is plugged into the terminator. The internal terminator is simply the resistor network integrated into the SCSI device itself, typically as resistor packs on the SCSI device controller circuit board. The documentation which accompanies the SCSI device will usually describe the procedures required for the installation and removal of terminators. The SP-1/SP-2/SP-3 SCSI Interface accessory contains internal termination via removeable resistor packs. Note that the ASR-10 receives power for its terminator from the external device. Any SCSI devices used with the ASR-10 must therefore supply power to the SCSI bus.

Connecting Your ASR-10 to a CD-ROM Drive

Each time you set up or break down your ASR-10 CD-ROM system, you will need to connect or disconnect the SCSI cable from the 25-pin connector on the rear of the ASR-10, and probably from the drive as well. When doing this, be careful to avoid static discharges - they can damage SCSI devices. Also,

make sure that you do not bend the SCSI cable too sharply as this could damage some of the small wires inside the cable and make it unreliable. If you transport the system a lot it may be a good idea to carry an extra SCSI cable, just in case.

CD-ROM System Set-Ups and Termination Requirements

There are two general types of system configurations. The first consists of an ASR-10 with one or more SCSI drives connected. Figures 1-3 show the termination requirements for several configurations of this type.

Figure 1
ASR-10, 1 SCSI Drive
Both units must be terminated.

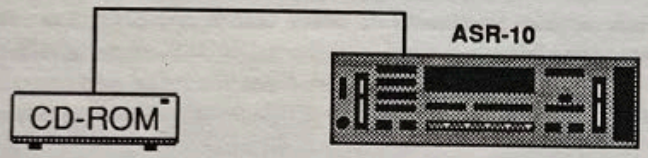


Figure 2
ASR-10, 2 SCSI Drives
The ASR-10 and Drive 2 must be terminated. Drive 1 must not have a terminator.

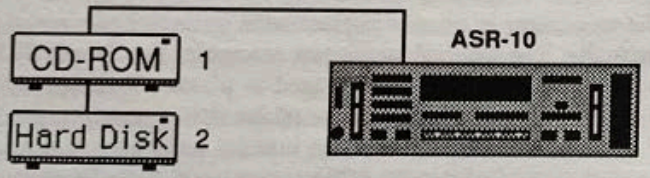
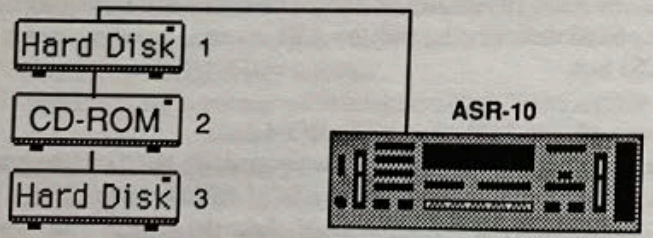


Figure 3
ASR-10, 3 or More SCSI Drives
The ASR-10 and Drive 3 must be terminated. Drives 1 and 2 must not have termination.



The second type of configuration consists of an ASR-10 with SCSI drive(s) and a SCSI-equipped computer such as a Macintosh. Figures 4 and 5 illustrate several such set-ups. A few notes on using the ASR-10 with a computer on the SCSI bus:

- Position the ASR-10 and the computer at opposite ends of the SCSI chain.
- Any SCSI drives should be located in the center of the chain.
- Terminators must be present on the ASR-10 and on the computer only.
- All terminators in or on the SCSI drive(s) must be removed.

Note: If your Macintosh has an internal SCSI hard drive, it also has internal termination.

Figure 4
Macintosh II or SE with internal hard disk, ASR-10, and 1 CD-ROM Drive
The CD-ROM drive must not have a terminator. The Mac and ASR-10 are terminated internally.

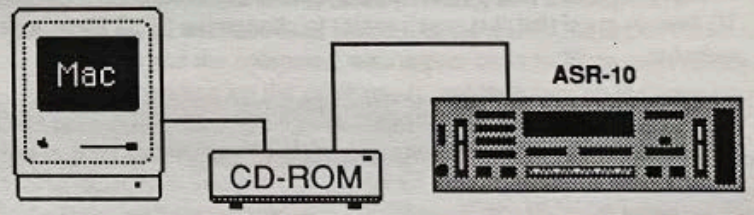
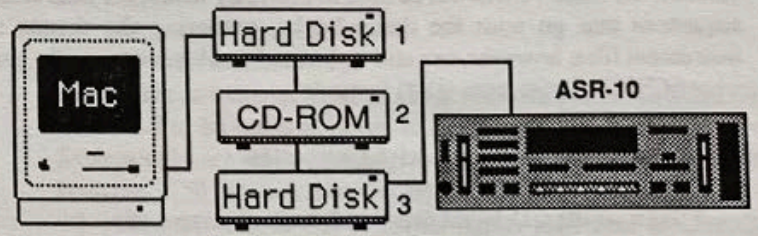


Figure 5
Macintosh with no internal hard disk, ASR-10, 2 or More SCSI Drives
Drives 1, 2, and 3 must not have a terminators. The Mac* and ASR-10 must have termination.



Some computers may not provide internal termination. For these system configurations, simply terminate the drive that is closest to the computer and use as short a cable as possible between that drive and the computer.

Setting the CD-ROM SCSI Priority (ID) Number

Each device on a SCSI network (or "bus") must be assigned a different priority. The SCSI priority number can range from 0 to 7, with 7 being the highest priority. The priority of a SCSI device becomes important if two devices are trying to control the SCSI bus at the same time. Should this happen, the device with the highest priority number will gain control of the SCSI bus.

The priority of a SCSI device is also known as its address or ID. It is important that each SCSI device on a network be assigned a unique priority or ID number - this will ensure predictable communication between devices. Since the range of valid SCSI IDs is 0 to 7, it is possible to connect up to eight distinct devices on a single network.

The ASR-10 has a fixed SCSI ID of 3. The Apple Macintosh computer has a fixed SCSI ID of 7. Most other SCSI devices provide a way of changing their ID number - some provide external switches, others must be opened and changed internally. When purchasing a SCSI CD-ROM drive for your ASR-10, bear in mind that it is much easier to change the SCSI ID using external switches.

Important!

Do not use SCSI ID 3 for your CD-ROM drive - this ID is reserved for the ASR-10. The ASR-10 will not recognize any SCSI device using an ID of 3.

While it is possible to use any SCSI ID other than 3 for your CD-ROM drive, it is recommended that SCSI ID 4 be used. All banks and demos have been created for use with a CD-ROM drive set to ID 4. If you use a different ID number, the ASR-10 will not be able to correctly locate the Instruments and sequences that go with the demo banks, rendering the demos useless. Instrument files, however, can still be located and loaded properly, no matter what SCSI ID (apart from ID 3) is used.

Booting Up with the CD-ROM Drive Connected

ASR-10 with CD-ROM drive:

- Turn on the CD-ROM drive and wait a few seconds
- Insert the CDR-1 disk. Wait for the activity indicator LED on the CD-ROM drive to extinguish.
- Turn on the ASR-10.
- The CDR-1 disk contains no operating system, so the ASR-10 will need to load the O.S. from somewhere else. This could be from a floppy disk or from the optional FLASHBANK *(EPS-16 PLUS only)*, if that's where you normally keep your operating system.

ASR-10 with CD-ROM drive and SCSI hard disk drive(s):

- Turn on all SCSI devices, including the CD-ROM drive, and wait approximately 20 seconds (times may vary depending on the drive(s) used).
- Insert the CDR-1 disk and wait for the activity indicator LED on the CD-ROM drive to extinguish.
- Turn on the ASR-10.
- The ASR-10 will boot from the highest-numbered SCSI device containing an ASR-10 O.S. If none of the ASR-10 formatted SCSI drives contains the ASR-10 O.S., the ASR-10 must be booted from a floppy disk (the EPS-16 PLUS could also be booted from the optional FLASHBANK).

ASR-10 with CD-ROM drive, SCSI drive(s), and a computer:

- Turn on all SCSI devices (including the CD-ROM drive) between the ASR-10 and the computer, wait approximately 20 seconds (times may vary depending on the drive used), and then turn on the computer and follow its procedure for booting.
- Insert the CDR-1 disk and wait for the activity indicator LED on the CD-ROM drive to extinguish.
- Turn on the ASR-10.
- The ASR-10 will boot from the highest-numbered SCSI device containing an ASR-10 O.S. If none of the ASR-10 formatted SCSI drives contains the ASR-10 O.S., the ASR-10 must be booted from a floppy disk (the EPS-16 PLUS could also be booted from the optional FLASHBANK).

Note for Macintosh Users:

If you have an external SCSI drive for your Macintosh, its SCSI ID may need to be set to 6. Some earlier versions of the Macintosh System software will try to boot from the highest priority drive that is on the SCSI network. For this reason, it's best not set your ASR-10 SCSI hard disk or CD-ROM ID higher than your Macintosh SCSI drive ID.

ASR-10 Commands For Use With CD-ROM Players

Selecting the Storage Device

The CHANGE STORAGE DEVICE command can be used to select the CD-ROM drive as the current storage device. Only one device at a time can be selected as the current storage device; that is, if you are looking at files on the CD-ROM drive, you won't see any indication of the files on any other disks, such as a floppy disk in the floppy drive.

There are nine selections available in the CHANGE STORAGE DEVICE command (ten if you are using an EPS-16 PLUS with optional FLASHBANK). The first selection is the floppy disk with an ID of FLOPPY. The next eight selections are for SCSI devices 0 through 7. The last selection is for the optional FLASHBANK *(EPS-16 PLUS only)*.

To Change the Selected Storage Device:

- Press ***Command***, then ***System•MIDI***.
- Scroll right until the display shows CHANGE STORAGE DEVICE and press ***Enter•Yes***.
- The display shows either LOAD DEVICE=SCSI# or LOAD DEVICE=FLOPPY. The last selection, LOAD DEVICE=FLASH, selects the optional FLASHBANK memory *(EPS-16 PLUS only)*. Use the Up/Down Arrow buttons to scroll to the ID number of the desired SCSI device, FLOPPY or FLASH, then press ***Enter•Yes***.

It is important to remember to press ***Enter•Yes*** for the selection to actually take place. The display will show DISK COMMAND COMPLETED briefly when the SCSI drive has been selected successfully. If the display shows INVALID LOAD DEVICE or UNCONNECTED SCSI DEV, then there is some problem with your connection to the SCSI drive (the drive is not turned on, the cable is disconnected, the drive has a different ID setting, your SCSI system is not properly terminated, etc.). Check all connections and settings carefully before continuing.

Note: SCSI cables have a tendency to be problematic. Be sure that your SCSI cable is functioning properly before concluding that there is a problem with your CD-ROM drive, CDR-1 disk, or ASR-10.

Note for Macintosh Users:

If the message NOT AN EPS SCSI DEV appears, then the device ID you have selected may be a Macintosh formatted drive. You cannot select this device as an ASR-10 storage device. Be very careful to avoid inadvertently erasing your Macintosh SCSI drive. This could occur if you were to invoke the FORMAT

SCSI DEVICE command from your ASR-10, and it is not undo-able.

CD-ROM Players Compared to SCSI Drives

While you can't save data to a CD-ROM disk, navigation is much the same as for a big hard disk drive. Instruments, sequences, banks, and macro files are stored in directories and sub-directories on the disk, just as with a hard disk drive. If you have experience with the procedures for navigating a hard drive, you should find CD-ROM navigation techniques just as easy.

Managing the Disk Files

Organization

With so much data stored in one place, a great deal of emphasis has been placed on the thoughtful organization of the material on this disk - not only where each Instrument, sequence, and bank should be located, but how to get to each of these in the most efficient way. To this end, a logical and straightforward structure has been developed for the organization of data on the disk, as well as a comprehensive system of "Direct Macros™" which allow you to "direct dial" to any Instrument on the disk. In addition, a standard macro file, "CDROM MACROS," has been included to provide an easy method for selecting any of the demo banks included.

The information on this CD is divided into two basic categories - files and directories. Files are the actual data - Instruments, sequences, banks, and macros - that can be loaded into the ASR-10. Related files (such as all the solo string sounds) have been organized and grouped into directories (for those of you with familiarity with graphical computer interfaces, a directory is roughly equivalent to a folder on a computer-generated "desktop"). Groups of related directories (such as all the Stringed Instrument directories) have been organized and collected into other directories. These directories-within-a-directory are thought of as sub-directories of their parent directory. Finally, each of these parent directories is accessed from the top level of the hierarchy, known as the "root directory." We will look at each of these structures - files and directories - separately. A complete listing of the CDR-1 Directory Structure can be found on page 26.

File Types

When you press the ***Load*** button and select a file type to load (by pressing the ***Instrument***, ***Seq•Song***, ***System•MIDI***, or ***Effects*** button), the ASR-10 displays any of the files of that particular type that are available on the currently selected storage device. On the Instrument page, for example, you will see one of the Instruments or banks present, and you can scroll through the listing of all

Instrument or bank files that are available. The following chart shows which pages contain the different file types, and which indicator lights will be illuminated on the ASR-10 display for each file type.

ASR-10 and EPS-16 PLUS File Types:		
MODE/Page	File Types	Indicators
LOAD/Instrument	Instruments	LOAD+INST
	Banks	LOAD+INST+BANK
LOAD/Seq•Song	Sequences	LOAD+SEQ
	Songs	LOAD+SEQ+SONG
LOAD/System•MIDI	Directories	LOAD+SYSTEM
	Macro Files	LOAD+SYS+MACRO
	System Exclusive Data*	LOAD+MIDI
LOAD/Effects	Effect files*	LOAD

*The CDR-1 disk contains no files of this type.

CDR-1 Organizational Overview

The top level of organization on this CD-ROM (or any ASR-10 storage device, for that matter) is called the "root directory." The CDR-1 root directory contains nine Instrument directories, a macro file, a directory of demos, and a directory of Bonus Beats. With the exception of the macro file, (file 10: CDROM MACROS), all directories contain sub-directories which, in turn, contain the actual Instrument, sequence, or demo bank files. In all cases, the organization is quite straightforward; each root directory (such as file 1: STRINGED) contains a collection of sub-directories (such as file 1: STRING SECTN, file 2: SOLO STRING, file three: ACOUSTC GUIT, and so on); and each of these sub-directories contains the actual loadable data - Instruments, banks, and/or sequences. In other words, the sound SOLO VIOLIN will be located in the SOLO STRING sub-directory of the STRINGED parent directory.

Instruments and demo banks have been organized on the disk in a highly logical way (as should be evident from a quick browse through the accompanying CDR-1 Contents Organized by Sound Type chart located on page 28). All similar Instruments are grouped together in sub-directories, which are in turn grouped together into directories. For example, all the Stringed Instruments have been grouped into sub-directories according to type, such as STRING SECTN, SOLO STRNG, ACOUSTCGUIT, ELECGUITAR, HARP, HARPSI+CLAV, COUNTRY+WEST, ORIENTAL and ETHNIC+MISC. These sub-directories have then been grouped together into the STRINGED parent directory. A complete listing of the CDR-1 Directory Structure can be found on page 26.

File Numbers

Generally, each file in a given sub-directory has been organized alpha-numerically. For example, the Instruments in the SAXOPHONE sub-directory (located in the WIND+BRASS directory) are organized alphabetically - ALTO SAX is followed by BREATHY SAX, which is followed by BRTONE SAX, and so on. In the demo banks, SIG 1 DEMOS is followed by SIG 2 DEMOS, which is followed by SLT-1 DEMOS, SLT-2 DEMOS and so on. The one exception to this is the STRINGED directory. The Instruments contained in its sub-directories have not been alphabetized (oh well, no one's perfect).

In addition, each file in a directory is numbered, and can be selected from within the directory simply by typing its number on the ASR-10 keypad. For example, the first file in the SAXOPHONE sub-directory, ALTO SAX, can be selected (once you've entered the SAXOPHONE sub-directory) by typing its file number, 01 (don't forget to type the leading 0 when entering file numbers 1 through 9). The valid range of file numbers within any given directory is from 01 to 38, although the largest directories on this CD-ROM contain a total of 27 files.

Take a moment to familiarize yourself with the Instruments listed in the CDR-1 Contents Organized by Sound Type chart to get a feel for how sounds are organized. This should prove helpful to your understanding of the CDR-1 organization, and make locating sounds you need that much easier.

CDR-1 Navigation

"Direct Dialing" Via The Direct Macros

Each sound on the disk can be "direct dialed" - accessed directly through the use of a four-digit "Direct Macro." The four-digit Direct Macro number for each sound is listed in the accompanying CDR-1 Contents Organized by Sound Type chart. Note that these Direct Macros are used exclusively for locating Instrument files. Demos, banks, songs, and sequences can be located in the normal way (as described below in the section on Standard Navigation). In addition, a number of macros have been provided to help you locate the demo banks and Bonus Beats contained on this disk. See page 22 for more information.

The Direct Macros perform in a straightforward way - the first digit of the Direct Macro takes you into the corresponding root directory, the second digit takes you into the corresponding sub-directory, and the last two digits take you to the corresponding Instrument file within that sub-directory. For example, Direct Macro 1101 will take you into root directory 1 (the STRINGED

directory), sub-directory 1 (the STRING SECTN sub-directory) file 01 (the ORCH STRINGS 1 Instrument).

To Invoke a Direct Macro

You can directly locate any Instrument on the CDR-1 disk by entering its Direct Macro number:

- Find the Instrument you wish to locate on the CDR-1 Contents Organized by Sound Type chart and note the four-digit Direct Macro number directly to the left of the Instrument name.
- Press and hold the ***Load*** button on the ASR-10.
- While continuing to hold the ***Load*** button, type the four-digit Direct Macro number on the ASR-10 keypad.
- Release the ***Load*** button. As soon as the ASR-10 has located the Instrument on the CDR-1 disk it will display the Instrument name.
- Load the sound in the normal way - press the ***Enter•Yes*** button, then select the location into which you want the Instrument loaded by pressing one of the eight ***Instrument•Sequence Track*** buttons.

In addition, you can enter a root directory without entering a sub-directory by using a Direct Macro that ends with the digits "00." For example, you can enter the PERCUSSION directory (without entering any of its sub-directories) by holding the ***Load*** button, typing 1300, then releasing the ***Load*** button.

Note: You do not need to manually select the CD-ROM as the storage device to make the Direct Macros work properly - the Direct Macros handle that for you.

Shortcut: You can instantly move to the root level directory from anywhere else by invoking Direct Macro 1000. Hold the ***Load*** button, type 1000, and then release the ***Load*** button.

Important!

All Direct Macro operations are performed with the Load button held down, and take effect when the Load button is released.

Note For EPS-16 PLUS Users:

If you are using an EPS-16 PLUS with the optional FLASHBANK, remember that the FLASHBANK can be "direct dialed" by holding the ***Load*** button, pressing the ***Instrument*** button, and then releasing the ***Load*** button. If you think you've invoked a Direct Macro but the EPS-16 PLUS display is showing you

the contents of your FLASHBANK, you've probably inadvertently selected your FLASHBANK using this method. There's no harm done - just try the Direct Macro again.

Standard Navigation

You can also navigate according to the standard procedures for locating files on a SCSI hard disk drive. You can select the CD-ROM drive as the storage device in the same way that you'd select any SCSI storage device. To access files on storage devices other than the one you currently have selected, you must use the CHANGE STORAGE DEVICE command.

The CHANGE STORAGE DEVICE Command

You can select any SCSI storage device, the floppy disk drive, or the optional FLASHBANK *(EPS-16 PLUS only)* as the current storage device by using the CHANGE STORAGE DEVICE command. For example, to select a CD-ROM drive with SCSI ID 4 as the current storage device, do the following:

- Press ***Command***, then ***System•MIDI*** .
- Scroll right until the display shows CHANGE STORAGE DEVICE and press ***Enter•Yes***.
- Scroll up until the display shows LOAD DEVICE=SCSI 4. Press ***Enter•Yes***.

Directory Commands

Once you've selected the CD-ROM drive as the current storage device, moving through directories and sub-directories to locate files is no different than navigating a large hard disk.

To Enter or Move Down Into a Directory

- Press ***Load***, then ***System•MIDI*** and use the ***Up/Down Arrow*** buttons to find the name of the directory you wish to enter.
- Press ***Enter•Yes***. This will open the new directory and allow you to view its contents.
- The display will show EXIT TO <dir name> (where <dir name> is the name of the parent directory from which you came down).
- You can also enter a directory by sending the ASR-10 a Program Change message. Refer to "Receiving Program Changes" when MIDI IN MODE=MULTI or MONO B in the ASR-10 Musician's Manual.

EXIT TO <dir name> is defined as file 0 in any directory - that's why it's always the first thing you'll see upon entering a directory or sub-directory. Pressing the right or left arrow keys while it is showing will display the name of the directory

that you are currently located in.

Note: The ASR-10 will display only one file type at a time. You can select the file type you wish to view by pressing one of the Page buttons from the **LOAD/System•MIDI** page. For example, pressing the ***Instrument*** button from the **LOAD/System•MIDI** page will display any Instruments or banks available for loading. Sequences and macro files will not be visible, however. To view files of these types, you must press the Page button associated with the file type you wish to view. This means that once you have entered a directory from the **LOAD/System•MIDI** page, you will not see any file names except for those of other directories until you press either the ***Instrument*** or ***Seq•Song*** page select button. Remember to select the file type that you are seeking before concluding that you have not found the correct directory. Refer to page 14 for a listing of which page buttons are used to select from among the various file types available.

To Exit From or Move Back Up From a Directory:

- Press and release the ***Load*** button, then the ***System•MIDI*** button, and use the ***Up/Down Arrow*** buttons until the ASR-10 displays EXIT TO <dir name> (where <dir name> is the name of the parent directory from which you came down).
- Press ***Enter•Yes***. You may need to press ***Enter•Yes*** more than once to move from a sub-directory to its parent directory and finally to the root directory level.
- You can also exit from a directory by sending the ASR-10 program change #1. Refer to "Receiving Program Changes" when MIDI IN MODE=MULTI or MONO B in the ASR-10 Musician's Manual.

Shortcut: Press and release the ***Load*** button, then type 00 to go directly to the EXIT TO entry. Also, you can go directly to the root directory by entering Direct Macro 1000. Hold the ***Load*** button, type 1000, then release the ***Load*** button.

File Paths

It is helpful to have an understanding of how the ASR-10 keeps track of all the files on the CDR-1 disk. Please refer to the CDR-1 Contents Organized by Sound Type chart starting on page 28. If we were to describe the location of the sound BWD STRINGS on the CDR-1 disk, we might say:

"The BWD STRINGS Instrument file is in the STRING SECTN directory,

which is in the STRINGED directory, which is on the SCSI 4 storage device."

If we read this description from right to left, starting with the device, it becomes:

SCSI 4..STRINGED..STRING SECTN..BWD STRINGS

This description of the location of the file is called a file path. This is the path the computer will follow to find this particular file. If you use an IBM PC running under MS-DOS, you may already be familiar with file paths. On a Macintosh, the file path would correspond to a list of the folders you would open in order to locate a particular file.

Bank Files

You may already be familiar with the concept of using bank files to load a group of Instruments, Performance Presets, and/or sequences with a single command. The demos located in the DEMOS directory in the CDR-1 disk are a good example of bank files. If you are not familiar with bank files, please refer to the Musician's Manual for an explanation.

Understanding the use of bank files is extremely important if you want to get the most from your ASR-10/CD-ROM system.

Banks are particularly useful in conjunction with SCSI storage devices because they can vastly simplify the process of loading a set of files which may come from many different directories. Every time you load an Instrument or song file, the ASR-10 remembers the file path that was used to find the file. Even when you save a bank, the ASR-10 saves the file path for every loaded Instrument and the currently loaded song, according to where it was loaded from.

While you can't save bank files (or any other files, for that matter) to a CD-ROM disk, you can create banks using Instruments from your CDR-1 CD-ROM disk, (along with files from any other storage device(s) you may be using), and save these bank files to a floppy disk, hard disk, or other storage medium. When you load these banks later on, the correct Instrument and sequence files will be loaded from their original location on your CDR-1 disk, as well as from any other storage devices you may have. Using bank files with the CDR-1 disk in this way means you don't need to keep track of where each Instrument in a bank originally came from - the bank file will do it for you. For more information on bank files, refer to the ASR-10 Musician's Manual.

Important!

Banks depend on SCSI ID numbers remaining consistent in order to locate files. If you change the SCSI ID number of a storage device, banks created prior to the change may not load correctly.

The CDR-1 Demo Banks

Included on the CDR-1 disk are all the demo banks originally created to demonstrate the Instruments contained in this disk. These demo banks will include one or more Instruments along with appropriate effects arranged into various Instrument•Sequence Track locations. The demos will also include one or more custom sequences intended to demonstrate the Instrument(s) in a typical musical context.

These demos serve two primary functions: to demonstrate possible applications for each of the sounds contained in this disk, and to illustrate the potential these sounds have when their individual performance features are fully exploited. While most of the Instruments on this disk will have obvious applications, some (particularly those from the synthetic and ethnic categories) may not have immediately obvious uses. The demo banks can help to suggest possible applications for these sounds. Also, the performance features designed into each sound may not always be immediately obvious. The demo banks can serve to illustrate a sound's potential for performance control.

In any case, it can prove quite useful to hear these sounds in a performance context; to this end the demo banks are provided.

To Hear the Demo Banks

Loading a demo bank will automatically load one or more sounds and an effects set-up. To load a demo bank:

- Locate the demo bank you want to hear, and press ***Enter•Yes***.
- When the bank has finished loading, the ASR-10 will display BANK LOAD COMPLETED. Press ***Play*** to hear the demo sequence.

Note: Demo banks can be quickly located through the use of the macros provided in the CDROM MACROS file contained in this disk. For information on the use of the CDROM MACROS, see below.

To Locate an Instrument's Demo

Locating the Instruments that go with a particular demo is easy - simply load the demo, and the correct Instruments will automatically be loaded. Sometimes, though, you'll want to locate the demo for an Instrument; perhaps you'd like some ideas about how to use a particular Instrument, or want some insight into an Instrument's performance features.

To locate the demo that corresponds to any given Instrument, consult the CDR-1 CONTENTS ORGANIZED BY SOUND TYPE chart on page 28. Every Instrument contained in the CDR-1 disk is listed here, along with its Direct Macro number, size in blocks, EPS or EPS-16 PLUS disk number, and the name of the original Sound Library from which it came. You can use the disk number and the Sound Library information to cross-reference the sound with its demo. For example, if you want to locate the demo that corresponds to the ORCH STRINGS 1 Instrument, consult the CDR-1 CONTENTS ORGANIZED BY SOUND TYPE chart. You'll find that this sound was originally released in SLT-2 on disk ESD-1. A glance at the MACROS chart on page 27 reveals that MACRO 7 will take you directly into the SLT-2 demos directory (for more information on the CDROM MACROS, see page 22). In this directory you will find a demo bank named ESD-1 BANK - this is the demo that corresponds to the sounds that originally came from disk ESD-1, of which ORCH STRINGS 1 is one. To hear ORCH STRINGS 1 demonstrated in context, you need only load this demo bank and play the sequence.

To Locate the Signature Series Demos:

Locating the demos for Signature Series Instruments works a little differently from locating demos for the other instruments (Signature Series Instruments can be differentiated from the other Instruments listed by the 'ESS' prefix to their disk number. For example, 'ESS-4' is a Signature Series Instrument). All Signature Series demos are located in two directories - the SIG 1 DEMOS directory (accessed via macro 4) and the SIG 2 DEMOS directory (accessed vial macro 5). Demos for the Instruments originally from disks ESD-5004 through ESD-5018 are located in the SIG 1 DEMOS folder, and demos for the Instruments originally from disks ESD-5020 through ESD-5037 are located in the SIG 2 DEMOS folder.

The numbering scheme for Signature Series demos is a bit different as well. For example, the demo bank that corresponds to ESD-5004 is named 'ES-004 BANK'; likewise, the demo bank that corresponds to ESD-5020 is named 'ES-020 BANK'. So to hear the demo for a sound from disk ESD-5012, invoke macro 4 (to move into the SIG 1 DEMOS directory), and load the bank named ES-012 BANK.

The Bonus Beats

The Bonus Beats directory on the CDR-1 disk contains a collection of individual drum and percussion sequences created by professional drummers and percussionists. These sequences are designed specifically to work with the ENSONIQ drum map. Since nearly all of the drum and percussion kits on this disk are designed to conform to the ENSONIQ drum map, virtually any of these sequences can be used to play any of the drum and or percussion kits found in this disk. This means that you can load any group of beats from the Bonus Beats collection and use the ASR-10 sequencer edit functions to arrange them into a song - using any of the drum or percussion sets as the sound source. This can allow you to create professional-quality drum tracks almost effortlessly. For more information on working with sequences and songs, please refer to your ASR-10 Musician's Manual.

The Bonus Beats directory is divided into five sub-directories, each of which corresponds to a different musical style: Rock beats, SWING+SHUFFL (swing and shuffle beats), ALT TIME SIG (alternate time signatures), Latin+island, and fills+rolls. The sequences contained in each of these sub-directories can be accessed using standard navigation methods. Be aware, though, that these files will show up as **Seq•Song** files. If you access one of these sub-directories, be sure to press the ***Seq•Song*** button to see the listing of available files. If you press the ***Instrument*** button (for example), the ASR-10 will display NO INSTRUMENTS, and you might conclude that you have reached the wrong directory.

You can also use macros provided in the CDROM MACROS file on this disk to quickly move directly to any of the Bonus Beats sub-directories. For more information on the use of the CDR-1 macros, see below.

Note: Each sequence contained in the Bonus Beats collection is set up to play a single Instrument loaded into the ***Instrument•Sequence Track 1*** location. To properly hear any of the Bonus Beats sequences, you must have a drum or percussion Instrument loaded into ***Instrument•Sequence Track 1***. The seven other ASR-10 ***Instrument•Sequence Track*** locations have been left free for you to use to add additional Instruments for sequencing or performing along with the Bonus Beats.

The CDROM MACROS File

In addition to the Direct Macros, which allow you to "direct dial" any Instrument on the CDR-1 disk, a file of standard macros (file 10: CDROM MACROS) has been included on the disk. These macros allow you to easily select the floppy disk, locate any of the DEMOS sub-directories, or locate any of the Bonus Beats sub-directories.

To Load the CDROM MACROS File

Unlike the Direct Macros, the CDROM MACROS are not available until you have loaded them into the ASR-10. To load the CDROM MACROS file:

- If it isn't selected already, select the CD-ROM drive as the current storage device. This can be accomplished via the CHANGE STORAGE DEVICE command (see page 17).
- Press ***Load***, then ***System•MIDI***, and scroll up or down until you see file 10 CDROM MACROS in the ASR-10 display.
- Press ***Enter•Yes*** to load the CDROM MACROS.

Note: If you wish to locate the CDROM MACROS file but are currently inside a directory or sub-directory on the CDR-1 disk, you will need to move to the root directory. This can be easily accomplished by entering Direct Macro 1000, and pressing the ***Enter•Yes*** button in response to the EXIT TO ROOT prompt in the ASR-10 display.

Once the CDROM MACROS have been loaded, they can be used in much the same way as the Direct Macros, by holding the ***Load*** button while typing the macro number. Note that macro numbers are only one or two digits long, and that single digit macros should be entered without a leading 0. In other words, enter "3" for macro 3, not "03."

Important!

*All macro operations are performed with the **Load** button held down, and take effect when the **Load** button is released.*

The CDROM MACROS are designed to provide you with a nearly effortless way to get to the various demo banks and Bonus Beats on the CDR-1 disk. In addition, macro 1 will take you directly to the floppy disk drive. If you have the CDROM MACROS loaded into the ASR-10, you can move directly to any Instrument on the disk (via the Direct Macros), directly to any demo bank or Bonus Beats sub-directory, or directly to a floppy disk in the floppy drive (using the CDROM MACROS). For a listing of precisely where each of the CDROM MACROS takes you, please consult the MACROS chart on page 27.

Creating Custom Macro Files

If you wish, you can create your own macro files for use with the CDR-1 CD-ROM and any other storage devices. While these custom macros cannot be stored on the CDR-1 disk, there's no reason not to save custom macro files to a floppy disk or SCSI hard drive - macro files function the same way no matter where they are loaded from. For information on creating and saving macros, consult your Small Computer Systems Interface (SCSI) Operations Manual.

Troubleshooting

Error Messages

These are some messages that may appear while you are using the ASR-10 with SCSI. The meanings of the messages are described below.

UNCONNECTED SCSI DEV — A SCSI device that was detected by the ASR-10 at bootup is no longer connected or turned on.

- What to do: Check your SCSI connections. If your SCSI drive has a changeable ID number, make sure it matches the SCSI Device Number you have chosen in the CHANGE STORAGE DEVICE Command.

INVALID LOAD DEVICE — No SCSI device with this ID was connected to the network when the ASR-10 booted up.

- What to do: Use the CHANGE STORAGE DEVICE Command to verify that you are using the correct SCSI Device number.

NOT AN EPS SCSI DEV — The SCSI device selected is not an ASR-10 formatted storage device, and cannot be used by the ASR-10. Note that the error message refers to the EPS even though you may be using an ASR-10.

- What to do: Make sure that the CD-ROM disk you currently have loaded is an ASR-10 CD-ROM disk, and not meant for some other device, such as a computer.

DISK HAS BEEN CHANGED — The disk has been ejected from the drive since the last time the drive was accessed by the ASR-10.

- What to do: Reinsert the disk or cartridge, press ***Load***, then ***Instrument***, and continue.

DISK DRIVE NOT READY — This message usually occurs when the ASR-10 is trying to access the floppy drive, a removeable-media SCSI drive, or a CD-ROM drive when there is no disk or cartridge in the drive.

- What to do: If this message occurs, insert a disk or cartridge in the drive, then use the CHANGE STORAGE DEVICE Command to select the appropriate SCSI ID number (or press ***Load***, then ***Instrument***).

DRIVE NOT RESPONDING — If encountered while using a SCSI drive, this error may indicate a problem with your SCSI cables. The cable from the ASR-10 to the drive may be too long, or the system may not have proper termination.

- What to do: Check all connections and make sure that you are using the correct cables. Make sure you have the proper termination. If this message appears repeatedly while files are being saved to the disk, then it is likely that you are invisibly losing sectors of your disk. Correct the problem before continuing to use the disk.

Final Thoughts

The main problems that you are likely to encounter are the problems described above and cable problems. These are some additional recommendations that we can make to eliminate many problems:

- Use the shortest cable possible when connecting SCSI devices.
- Be sure to use proper termination. Refer to the SCSI Terminators section of this manual.
- If you need to use an extension cable between your ASR-10 and your SCSI device(s), use high quality shielded SCSI extension cables only. You should be careful to avoid running SCSI cables across power cables and other sources of powerful electromagnetic fields.
- It is required that the SCSI device supply power to the internal termination in the ASR-10. Most SCSI drives we have tested do provide power to the SCSI bus. Check your SCSI device manual for further information.
- Some CD-ROM drives may have their Device ID number set internally. Refer to the SCSI drive's manual or manufacturer for more information.

Remember, most of the problems we encounter are with cabling or with systems that are not terminated properly. If you encounter a problem, make sure you have checked these things carefully before assuming that your ASR-10, CDR-1 disk, CD-ROM drive, or your SP-1, SP-2, or SP-3 are at fault.

CDR-1 DIRECTORY STRUCTURE

FILE 1 : STRINGED
- FILE 1 : STRING SECTN
- FILE 2 : SOLO STRING
- FILE 3 : ACOUSTC GUIT
- FILE 4 : ELEC GUITAR
- FILE 5 : HARP
- FILE 6 : HARPSI+CLAV
- FILE 7 : COUNTRY+WEST
- FILE 8 : ORIENTAL
- FILE 9 : ETHNIC+MISC

FILE 2 : WIND + BRASS
- FILE 1 : FLUTES+PIPES
- FILE 2 : CLARINET
- FILE 3 : DOUBLE REED
- FILE 4 : SAXOPHONE
- FILE 5 : OTHER REEDS
- FILE 6 : TRUMPT+FLUGL
- FILE 7 : TRMBONE+TUBA
- FILE 8 : BRASS SECTN
- FILE 9 : OTHER BRASS

FILE 3 : PERCUSSION
- FILE 1 : DRUMKITS LRG
- FILE 2 : DRUMKITS SML
- FILE 3 : ORCH PERCUSS
- FILE 4 : LATIN PERCUS
- FILE 5 : AFR+WRLD PRC
- FILE 6 : HOUSEHOLD PC
- FILE 7 : SYNTHETIC
- FILE 8 : UNIQUE PERC
- FILE 9 : HITS+BLASTS

FILE 4 : PIANO+ORGAN
- FILE 1 : ACOUSTIC PNO
- FILE 2 : ELEC PIANO
- FILE 3 : ELEC ORGAN
- FILE 4 : PIPE ORGAN
- FILE 5 : PREPARED PNO

FILE 5 : VOCAL SOUND
- FILE 1 : CHOIR
- FILE 2 : SMALL GROUP
- FILE 3 : SOLO VOICE
- FILE 4 : SYNTH+HYBRID
- FILE 5 : VOCAL EFFECT
- FILE 6 : SPOKEN WORD

FILE 6 : SYNTH SOUND
- FILE 1 : LEAD + SOLO
- FILE 2 : SYNTH BRASS
- FILE 3 : SYNTH PAD
- FILE 4 : SYNTH BELL
- FILE 5 : ANALOG SWEEP
- FILE 6 : ETHEREAL
- FILE 7 : HYBRID+STACK
- FILE 8 : UNWORLDLY
- FILE 9 : MISC SYNTH

FILE 7 : BASS SOUND
- FILE 1 : ACOUSTC BASS
- FILE 2 : BASS GUITAR
- FILE 3 : SYNBAS ANLOG
- FILE 4 : SYNBAS DIGTL
- FILE 5 : SYNBAS HYBRD

FILE 8 : MALLET+BELL
- FILE 1 : VIBES
- FILE 2 : MARIMBA
- FILE 3 : XYLOPHONE
- FILE 4 : BELLS
- FILE 5 : CYMBAL+GONG
- FILE 6 : UNUSUAL BELL

FILE 9 : SOUND EFFECT
- FILE 1 : HOUSEHOLD FX
- FILE 2 : GUNS+ROCKETS
- FILE 3 : ENVIRONMENT
- FILE 4 : VEHICLES
- FILE 5 : SPORTS
- FILE 6 : ANIMALS
- FILE 7 : MISC FX

FILE 10 : CDROM MACROS

FILE 11 : DEMOS
- FILE 1: EPS-16+DEMOS
- FILE 2: EPS DEMOS
- FILE 3: SIG 1 DEMOS
- FILE 4: SIG 2 DEMOS
- FILE 5: SLT-1 DEMOS
- FILE 6: SLT-2 DEMOS
- FILE 7: SLT-3 DEMOS
- FILE 8: SLT-4 DEMOS
- FILE 9: SLT-5 DEMOS
- FILE 10: SLT-6 DEMOS
- FILE 11: SLT-7 DEMOS
- FILE 12: SLT-8 DEMOS
- FILE 13: SLT-9 DEMOS
- FILE 14: SLT-10 DEMOS
- FILE 15: SLT-11 DEMOS
- FILE 16: SLT-12 DEMOS
- FILE 17: SLT-13 DEMOS
- FILE 18: DEMO SONGS
  - FILE 1: SONGS 1
  - FILE 2: SONGS 2
  - FILE 3: SONGS 3
  - FILE 4: SONGS 4
  - FILE 5: SONGS 5

FILE 12 : BONUS BEATS
- FILE 1: ROCK BEATS
- FILE 2: SWING+SHUFFL
- FILE 3: ALT TIME SIG
- FILE 4: LATIN+ISLAND
- FILE 5: FILLS+ROLLS

FILE 10: CDROM MACROS

Macro 1:	Selects Floppy Disk
Macro 2:	Inside EPS-16+DEMOS directory
Macro 3:	Inside EPS DEMOS directory
Macro 4:	Inside SIG 1 DEMOS directory
Macro 5:	Inside SIG 2 DEMOS directory
Macro 6:	Inside SLT-1 DEMOS directory
Macro 7:	Inside SLT-2 DEMOS directory
Macro 8:	Inside SLT-3 DEMOS directory
Macro 9:	Inside SLT-4 DEMOS directory
Macro 10:	Inside SLT-5 DEMOS directory
Macro 11:	Inside SLT-6 DEMOS directory
Macro 12:	Inside SLT-7 DEMOS directory
Macro 13:	Inside SLT-8 DEMOS directory
Macro 14:	Inside SLT-9 DEMOS directory
Macro 15:	Inside SLT-10 DEMOS directory
Macro 16:	Inside SLT-11 DEMOS directory
Macro 17:	Inside SLT-12 DEMOS directory
Macro 18:	Inside SLT-13 DEMOS directory
Macro 19:	Inside ROCK BEATS directory
Macro 20 :	Inside SWING+SHUFFL directory
Macro 21:	Inside ALT TIME SIG directory
Macro 22:	Inside LATIN+ISLAND directory
Macro 23:	Inside FILLS+ROLLS directory

CDR-1 CONTENTS ORGANIZED BY SOUND TYPE

Listing gives Direct Macro number, sound name, size in blocks, disk number, and library from which sound originated.

1 STRINGED			
1 STRING SECTN			
1101 ORCH STRINGS 1	963	ESD-1	SLT-2
1102 EPIC STRINGS	983	ESD-1006	EPS
1103 TRMLO STRINGS	537	ESD-31	SLT-4
1104 STACKED STRINGS	267	ESD-33	SLT-4
1105 BWD STRINGS	416	ESD-33	SLT-4
1106 PZCTO STRINGS	406	ESD-33	SLT-4
1107 ORCH CLUSTER	223	ESD-39	SLT-4
1108 CELLOS	267	ESD-45	SLT-5
1109 VIOLINS	267	ESD-45	SLT-5
1110 SYMSTRINGS	1229	ESD-64	SLT-7
1111 STRING PAD	743	ESD-5006	ESS-3
1112 FULL STRINGS	1516	ED-013	EPS-16
2 SOLO STRING			
1201 CELLO	893	ESD-16	SLT-1
1202 MINI-VIOLIN	401	ESD-125	SLT-13
1203 SOLO CELLO	146	ESD-46	SLT-5
1204 SOLO VIOLIN	1312	ESD-130	SLT-13
3 ACOUSTC GUIT			
1301 AC GUITAR	822	ESD-1002	EPS
1302 ACOU-GTR-1	975	ESD-5031	ESS-10
1303 ACSTC GUITAR	525	ESD-35	SLT-4
1304 NYLON GUIT 1	497	ESD-47	SLT-5
1305 NYLON GUIT 2	310	ED-010	EPS-16
1306 NYLON ST GTR	1338	ESD-5029	ESS-10
1307 ROCK STEEL	1233	ED-010	EPS-16
1308 STL STR GIT	539	ESD-1	SLT-2
1309 TWELVE STRNG	1363	ESD-5030	ESS-10
4 ELEC GUITAR			
1401 CLEAN GUITAR	624	ESD-5010	ESS-4
1402 CRUNCH GTR	601	ESD-10	SLT-1
1403 DANCE GUITAR	632	ESD-5010	ESS-4
1404 DIST GUITAR	195	ED-002	EPS-16
1405 DREAM GUITAR	966	ESD-1007	EPS
1406 EBOW GUITAR	254	ESD-5022	ESS-7
1407 ELEC GTR	320	ESD-27	SLT-3
1408 ELEC GUITAR	996	ESD-1008	EPS
1409 FEEDBAC LEAD	661	ESD-5017	ESS-1
1410 FUNK GTR	542	ESD-15	SLT-1
1411 FX GUITAR 1	905	ESD-5011	ESS-4
1412 HARMONICS	29	ESD-5022	ESS-7
1413 LA GUITAR	621	ED-011	EPS-16
1414 LEAD GUITAR	853	ESD-5022	ESS-7
1415 OCTAVES	656	ESD-5011	ESS-4
1416 PWR GTR CHDS	2043	ESD-113	SLT-12
1417 PWR GTR FX	310	ESD-114	SLT-12
1418 PWR GTR SOLO	798	ESD-114	SLT-12
1419 RAZOR GUITAR	424	ESD-5016	ESS-1
1420 RCK GUIT 5TH	270	ESD-36	SLT-4
1421 ROCKINGUITAR	487	ESD-21	SLT-3
1422 SIZZLE GUITAR	1276	ESD-30	SLT-3
1423 SLAMIN GUITR	1088	ESD-5012	ESS-4
1424 SM PWR CHORD	296	ESD-60	SLT-6
1425 SOLO RK GUIT	272	ESD-36	SLT-4
1426 TAP FEEDBACK	276	ESD-5022	ESS-7
1427 VEGAS HIT	552	ESD-21	SLT-3
5 HARP			
1501 HARP	491	ESD-47	SLT-5
1502 HARP 1	469	ESD-62	SLT-7
6 HARPSI+CLAV			
1601 CLAV AZ	346	ESD-106	SLT-11
1602 CLAVINET	381	ESD-31	SLT-4
1603 HARPSICHORD	713	ESD-7	SLT-1
7 COUNTRY+WEST			
1701 BANJO	273	ESD-35	SLT-4
1702 DOBRO	588	ESD-5031	ESS-10
1703 FIDDLE	265	ESD-35	SLT-4
1704 MANDOLIN	269	ESD-47	SLT-5
1705 TRMLO MANDLN	244	ESD-47	SLT-5
8 ORIENTAL			
1801 KOTO	957	ESD-128	SLT-13
9 ETHNIC+MSC			
1901 HAMMER DULCI	1398	ESD-5036	ESS-12
1902 SITAR	131	ESD-38	SLT-4
1903 TAMBOURA	140	ESD-38	SLT-4
1904 ZITHER	358	ESD-2	SLT-2
2 WIND + BRASS			
1 FLUTES+PIPES			
2101 FLUTE 1	245	ESD-46	SLT-5
2102 FLUTE 2	33	ESD-5021	ESS-7
2103 FLUTE 3	308	ED-001	EPS-16
2104 LEGATO FLUTE	382	ESD-2	SLT-2
2105 MEGAPIPE	273	ESD-5021	ESS-7
2106 PAN FLOOT	193	ESD-70	SLT-7
2107 PERC BOTTLE	267	ESD-48	SLT-5
2108 RECORDER	143	ESD-62	SLT-7
2109 WOODEN FLUTE	136	ESD-48	SLT-5
2 CLARINET			
2201 BASS CLRNT	160	ESD-46	SLT-5
2202 CLARINET 1	129	ESD-46	SLT-5
2203 CLARINET 2	1300	ESD-122	SLT-13
2204 JAZZ CLRINET	326	ED-004	EPS-16
3 DOUBLE REED			
2301 BASSOON 1	278	ESD-46	SLT-5
2302 BASSOON 2	1058	ESD-123	SLT-13
2303 ENGLISH HORN	495	ESD-124	SLT-13
2304 OBOE 1	288	ESD-46	SLT-5
2305 OBOE 2	999	ESD-124	SLT-13
2306 THE REEDS	35	ESD-62	SLT-7
4 SAXOPHONE			
2401 ALTO SAX	276	ESD-34	SLT-4
2402 BREATHY SAX	279	ESD-36	SLT-4
2403 BRTONE SAX	173	ESD-34	SLT-4
2404 TENOR SAX	912	ESD-1003	EPS
2405 TENOR SAX 1	573	ED-008	EPS-16
2406 TENOR SAX-M	971	ESD-34	SLT-4
5 OTHER REEDS			
2501 ACCORDION	1556	ESD-121	SLT-13
2502 HARMONICA	476	ESD-35	SLT-4
6 TRUMPT+FLUGL			
2601 FLUGEL HORN	778	ESD-125	SLT-13
2602 MUTD TRUMPET	112	ESD-45	SLT-5
2603 ORCH TRUMPET	346	ESD-11	SLT-1
2604 SOLO TRUMPET	669	ESD-11	SLT-1
7 TRMBONE+TUBA			
2701 BASSTROMBONE	1212	ESD-127	SLT-13
2702 TROMBONE 1	426	ESD-11	SLT-1
2703 TROMBONE 2	1249	ESD-126	SLT-13
2704 TUBA	1491	ESD-129	SLT-13
8 BRASS SECTN			
2801 BITE LINES	249	ESD-53	SLT-6
2802 BRASS BLASTS	167	ESD-106	SLT-11
2803 MIAMI BRASS	529	ED-011	EPS-16
2804 ORCH BRASS	255	ESD-45	SLT-5
2805 POP HORN SEC	530	ESD-1005	EPS
2806 SFORZ BRASS 1	422	ESD-9	SLT-2
2807 SLAP BRASS	163	ESD-29	SLT-3

8 BRASS SECTN cont.			
2808 UNISON HORNS	1798	ESD-111	SLT-12
2809 VEGASBRASS 1	192	ESD-27	SLT-3
9 OTHER BRASS			
2901 FRENCH HORN	91	ESD-45	SLT-5
3 PERCUSSION			
1 DRUMKITS LRG			
3101 AMBIENT KIT	1555	ESD-5014	ESS-6
3102 AMBIENT KIT2	1546	ESD-5033	ESS-11
3103 CHOICE DRUMS	1498	ED-014	EPS-16
3104 CONTEMP KIT1	1389	ESD-71	SLT-8
3105 CONTEMP KIT2	1437	ESD-72	SLT-8
3106 CONTEMP KIT3	1236	ESD-73	SLT-8
3107 CONTEMP KIT4	1154	ESD-74	SLT-8
3108 CONTEMP KIT5	945	ESD-76	SLT-8
3109 CONTEMP KIT6	1253	ESD-77	SLT-8
3110 DINOSAURDRUM	1017	ESD-5020	ESS-7
3111 DRUM KIT 1	1000	ESD-5	SLT-2
3112 DRUM KIT 2	857	ESD-14	SLT-1
3113 DRUMS AZ	676	ESD-106	SLT-11
3114 DRUMS-NRP	1406	ESD-5035	ESS-12
3115 ELEC KIT 1	1126	ESD-78	SLT-8
3116 ELEC KIT 2	887	ESD-79	SLT-8
3117 ERGO DRUMS	869	ESD-54	SLT-6
3118 JAM KIT	1501	ESD-5015	ESS-6
3119 JAM KIT 2	1535	ESD-5034	ESS-11
3120 JAZZ DRUMS	851	ED-001	EPS-16
3121 POWER DRUMS	1010	ESD-1004	EPS
3122 ROCK DRUMS	793	ED-002	EPS-16
3123 ROCK KIT 1	1383	ESD-5013	ESS-6
3124 ROCK KIT 2	1576	ESD-5032	ESS-11
2 DRUMKITS SML			
3201 AIR KIT 1	622	ESD-56	SLT-6
3202 AMBIENT DRUMS	507	ESD-43	SLT-5
3203 CG DRUMS	538	ESD-5024	ESS-8
3204 DEMO KIT	531	ED-015	EPS-16
3205 DRUM	229	ESD-10	SLT-1
3206 HIT KIT	440	ESD-13	SLT-1
3207 JAM DRUMS	197	ESD-21	SLT-3
3208 KICK + SNARE1	118	ESD-9	SLT-2
3209 MINIDRUMS 1	156	ESD-5016	ESS-1
3210 MINIDRUMS 2	146	ESD-5017	ESS-1
3211 NASTY DRUMS	273	ESD-24	SLT-3
3212 SHORT KIT 1	301	ESD-80	SLT-8
3213 SHORT KIT 2	330	ESD-80	SLT-8
3214 SHORT KIT 3	352	ESD-80	SLT-8
3215 SHORT KIT 4	360	ESD-80	SLT-8
3216 SHORT KIT 5	246	ESD-80	SLT-8
3217 SM DROOMED	374	ESD-60	SLT-6
3218 SNARE ROLL	137	ESD-40	SLT-4
3219 WILD DRUMS	357	ESD-27	SLT-3
3 ORCH PERCUSS			
3301 ORCH PERC	506	ESD-41	SLT-5
3302 TIMPS+PIATTI	582	ED-004	EPS-16
3303 TYMP + GONGS	497	ESD-120	SLT-12
4 LATIN PERCUS			
3401 DEMO PERCS	398	ED-015	EPS-16
3402 EL GATO DRUM	456	ESD-105	SLT-11
3403 HIGH BONGOS	487	ESD-75	SLT-8
3404 LATIN PERC 1	361	ESD-43	SLT-5
3405 LATIN PERC 2	872	ESD-3	SLT-1
3406 LOW BONGOS	346	ESD-75	SLT-8
3407 PERCUSSION	1280	ED-009	EPS-16
3408 SNAKE+CWBELS	737	ESD-104	SLT-11
3409 THE BONGO	696	ESD-103	SLT-11
3410 THE BOXES	192	ESD-103	SLT-11
3411 THE CONGA	1024	ESD-102	SLT-11
3412 THE GUIRA	106	ESD-102	SLT-11
3413 THE GUIRO	287	ESD-102	SLT-11
4 LATIN PERCUS cont.			
3414 THE REPIKE	620	ESD-101	SLT-11
3415 THE SHEKERE	124	ESD-101	SLT-11
3416 THE TAMBOUR	128	ESD-105	SLT-11
3417 THE TIMBALE	1209	ESD-117	SLT-12
3418 THE TOYS I	632	ESD-101	SLT-11
3419 THE TOYS II	548	ESD-103	SLT-11
3420 THE TOYS III	810	ESD-105	SLT-11
3421 THE TUMBA	780	ESD-104	SLT-11
3422 TIMBALES	472	ESD-75	SLT-8
5 AFR+WRLD PRC			
3501 AFRICANDRUMS	356	ESD-5018	ESS-1
3502 AFRIK	266	ESD-57	SLT-6
3503 CHIMES	1017	ESD-119	SLT-12
3504 DEVIL BUSHMN	63	ESD-58	SLT-6
3505 INDIAN DRUMS	521	ESD-5018	ESS-1
3506 KALIMBA 1	104	ESD-4	SLT-1
3507 KALIMBA 2	107	ESD-37	SLT-4
3508 LOBI BALAFON	124	ESD-57	SLT-6
3509 LOG DRUMS	431	ESD-119	SLT-12
3510 MAROCCO	429	ESD-57	SLT-6
3511 MIXEDUP PRC	297	ESD-59	SLT-6
3512 SANZA	243	ESD-57	SLT-6
3513 SATTAN	96	ESD-58	SLT-6
3514 SLIT DRUM	229	ESD-37	SLT-4
3515 STEEL DRUM	950	ESD-120	SLT-12
3516 TABLA	256	ESD-38	SLT-4
3517 TALKING DRUM	658	ESD-118	SLT-12
3518 TAMBOURINES	307	ESD-57	SLT-6
6 HOUSEHOLD PC			
3601 BAKING*TIN	164	ESD-53	SLT-6
3602 FINGERSNAPS	30	ESD-7	SLT-1
3603 SNAP 1	44	ESD-84	SLT-9
3604 SNAP 2	61	ESD-84	SLT-9
3605 SNAPS	105	ESD-60	SLT-6
3606 SODACAN PERC	216	ESD-5006	ESS-3
7 SYNTHETIC			
3701 BRICKS	54	ESD-5006	ESS-3
3702 CG BANGZ	145	ESD-5023	ESS-8
3703 DEEP TOM	139	ESD-5003	ESS-5
3704 DIGABLA	117	ESD-5007	ESS-2
3705 ELEC DRUMS	500	ESD-41	SLT-5
3706 ETHNIC WOOD	47	ESD-5003	ESS-5
3707 ISLAND	89	ESD-70	SLT-7
3708 KAAAAHS	196	ESD-5005	ESS-3
3709 METAL BLOCK	199	ESD-5005	ESS-3
3710 MUTE PATROL	136	ESD-5028	ESS-9
3711 NUKED BANG	82	ESD-5009	ESS-2
3712 PIPE BELL	231	ESD-5008	ESS-2
3713 RAP DRUMS	597	ESD-29	SLT-3
3714 SPIKE BIKE	455	ESD-5004	ESS-3
3715 SYNTHDRUMZ	415	ESD-23	SLT-3
3716 TAB DRUM	165	ESD-5026	ESS-9
3717 TR-808*	844	ED-003	EPS-16
3718 WOODY HIT	55	ESD-5008	ESS-2
8 UNIQUE PERC			
3801 CLANK STUFF	1267	ESD-17	SLT-2
3802 DEMO RAPISMS	191	ED-015	EPS-16
3803 DROOMED	911	ESD-26	SLT-3
3804 HYDROPHONE	1378	ESD-116	SLT-12
3805 INDUSTRIAL	354	ESD-5037	ESS-12
3806 NY SQUEAKS	461	ESD-5037	ESS-12
3807 NY STREETS	646	ESD-5037	ESS-12
3808 PERC-O-VOX	113	ESD-106	SLT-11
3809 PLASTIC HOSE	269	ESD-50	SLT-5
3810 RACK BELL	267	ESD-37	SLT-4
3811 RAP TOOLS	470	ED-008	EPS-16
9 HITS+BLASTS			
3901 BLASTS	315	ESD-5016	ESS-1

9 HITS+BLASTS cont.

3902	CARLS HIT	268	ESD-50	SLT-5	
3903	HIP ORCH HIT	189	ED-009	EPS-16	
3904	IGORS HIT	224	ESD-40	SLT-4	
3905	ORCH HIT 2	234	ESD-40	SLT-4	
3906	ORGAN HIT	258	ESD-40	SLT-4	
3907	SM COMBO HIT	257	ESD-60	SLT-6	
3908	STRAV HIT	360	ESD-3	SLT-1	
3909	TIKOVSKY HIT	235	ESD-50	SLT-5	

4 PIANO+ORGAN

1 ACOUSTIC PNO

4101	BOSENDORFER*	2011	ED-005	EPS-16	
4102	DAZZLE 449	452	ESD-12	SLT-2	
4103	DAZZLE PIANO	1040	ESD-12	SLT-2	
4104	GRAND 76	1412	ESD-20	SLT-2	
4105	GRAND 88	1825	ESD-51	SLT-6	
4106	GRAND PIANO	951	ESD-1001	EPS	
4107	PIANO + 1	501	ESD-42	SLT-5	
4108	PIANO 241	241	ED-001	EPS-16	
4109	ROCK PIANO 1	631	ESD-2	SLT-2	
4110	STEINWAY* 1	1971	ED-007	EPS-16	

2 ELEC PIANO

4201	CG ELEC-PNO	683	ESD-5024	ESS-8	
4202	CLAVIPIANO	190	ESD-5007	ESS-2	
4203	DGTL PIANO	493	ESD-42	SLT-5	
4204	DIAN PIANO	383	ESD-10	SLT-1	
4205	DIG E-PIANO1	299	ESD-3	SLT-1	
4206	DIGITAL KEYS	741	ED-006	EPS-16	
4207	ELEC PIANO 1	184	ESD-13	SLT-1	
4208	ELEC PIANO 2	170	ESD-70	SLT-7	
4209	ELEC PIANO 3	27	ESD-5001	ESS-5	
4210	ELEC PIANO 4	267	ESD-31	SLT-4	
4211	HARPSITINE	338	ESD-5001	ESS-5	
4212	HEAVENTINE	34	ESD-5003	ESS-5	
4213	PIANO	133	ESD-5001	ESS-5	
4214	SYNTHPIANO	10	ESD-27	SLT-3	
4215	TAK PIANO	53	ESD-70	SLT-7	
4216	TINES	118	ESD-5003	ESS-5	
4217	TINY TINES	54	ESD-70	SLT-7	
4218	WURLY PIANO	10	ESD-5003	ESS-5	

3 ELEC ORGAN

4301	CHURCH ORGAN	15	ESD-5001	ESS-5	
4302	COMBO ORGAN	20	ESD-5003	ESS-5	
4303	DRWBR ORGN 1	279	ESD-31	SLT-4	
4304	DRWBR ORGN 2	435	ESD-42	SLT-5	
4305	EILSEL ORGAN	106	ESD-55	SLT-6	
4306	GARAGE ORGAN	21	ESD-55	SLT-6	
4307	HAM AND ORGN	48	ESD-55	SLT-6	
4308	KEY CLICK	70	ESD-55	SLT-6	
4309	MIKES ORGAN	118	ESD-55	SLT-6	
4310	MULTI ORGAN	42	ED-002	EPS-16	
4311	ORGAN 1	174	ESD-55	SLT-6	
4312	ORGAN 2	278	ESD-55	SLT-6	
4313	ORGAN 3	146	ESD-55	SLT-6	
4314	ORGAN 4	187	ESD-55	SLT-6	
4315	ORGAN 472	475	ESD-25	SLT-3	
4316	ORGAN 5	100	ESD-55	SLT-6	
4317	PERCUSSIVE	105	ESD-55	SLT-6	
4318	PERF ORGAN	780	ESD-25	SLT-3	
4319	SYNTH ORGAN	21	ESD-70	SLT-7	
4320	TAKE ME OUT	145	ESD-55	SLT-6	

4 PIPE ORGAN

4401	CATHEDRL ORG	42	ESD-5021	ESS-7	
4402	FL PIPE ORGN	502	ESD-49	SLT-5	
4403	PIPE OGN BRS	502	ESD-49	SLT-5	
4404	PIPE OGN POS	394	ESD-49	SLT-5	
4405	PIPE ORGAN 1	774	ESD-8	SLT-2	
4406	PIPE ORGAN 2	52	ESD-5001	ESS-5	

5 PREPARED PNO

4501	HAMRD PIANO	252	ESD-39	SLT-4	
4502	PEDAL SNAP	244	ESD-50	SLT-5	
4503	PIANO HRMNIC	236	ESD-50	SLT-5	
4504	STRUMD PIANO	127	ESD-39	SLT-4	
4505	UNPREPRD PNO	264	ESD-39	SLT-4	

5 VOCAL SOUND

1 CHOIR

5101	CELTIC CHOIR	311	ESD-62	SLT-7	
5102	CHOIR 1 + 2	139	ESD-45	SLT-5	
5103	CHOIR 3	267	ESD-45	SLT-5	
5104	FMALE VOICES	267	ESD-32	SLT-4	
5105	MALE VOICES	242	ESD-32	SLT-4	
5106	VOCOOZE	123	ESD-61	SLT-7	
5107	VOICES 1	169	ESD-66	SLT-7	

2 SMALL GROUP

5201	AH VOICES	490	ESD-44	SLT-5	
5202	CELESTIAL VC	498	ESD-1005	EPS	
5203	CHOIR GIRLS	1318	ED-012	EPS-16	
5204	DO VOICES	353	ESD-44	SLT-5	
5205	OO VOICES	268	ESD-44	SLT-5	

3 SOLO VOICE

5301	BUM VOICE	194	ESD-44	SLT-5	
5302	DOO	512	ESD-32	SLT-4	
5303	LA VOICE	275	ESD-44	SLT-5	
5304	TA	528	ESD-32	SLT-4	

4 SYNTH+HYBRID

5401	ANNA-VOXES	312	ED-004	EPS-16	
5402	BREATH VOICE	214	ESD-5021	ESS-7	
5403	BREATHY VOX	249	ESD-5005	ESS-3	
5404	LUSH VOICES	214	ESD-5021	ESS-7	
5405	METAL VOICES	376	ESD-5007	ESS-2	
5406	NU WORLD VOX	180	ESD-5009	ESS-2	
5407	SNOW VOICES	367	ESD-5008	ESS-2	

6 SPOKEN WORD

5601	EPS	89	ESD-29	SLT-3	
5602	INFO	243	ESD-29	SLT-3	

6 SYNTH SOUND

1 LEAD + SOLO

6101	FM BLP SYNTH	28	ESD-70	SLT-7	
6102	MICRO SQUARE	19	ESD-70	SLT-7	
6103	MONOSOLO	83	ESD-28	SLT-3	
6104	PROPHET 1	13	ESD-70	SLT-7	
6105	RUDE LEAD	296	ESD-5002	ESS-5	
6106	SQUARE LEAD	29	ESD-5002	ESS-5	
6107	SQUARE SOLO	14	ESD-70	SLT-7	
6108	SYNTH SOLO	42	ESD-70	SLT-7	

2 SYNTH BRASS

6201	ANALOG MUSH	82	ESD-70	SLT-7	
6202	FLUGELHORN	90	ESD-5003	ESS-5	
6203	FM BRASS	39	ESD-70	SLT-7	
6204	MONDO BRASS	1115	ESD-5023	ESS-8	
6205	RICH HORNS	159	ESD-5001	ESS-5	
6206	STAB BRASS	28	ESD-70	SLT-7	
6207	VEGASBRASS 2	179	ESD-27	SLT-3	
6208	VEGASBRASS 3	151	ESD-29	SLT-3	

3 SYNTH PAD

6301	ANALOG 14	17	ESD-70	SLT-7	
6302	ANGELIC	392	ESD-61	SLT-7	
6303	ATTACK DECAY	10	ESD-5001	ESS-5	
6304	BELL PAD	976	ESD-107	SLT-11	
6305	BREATH CHOIR	37	ESD-5003	ESS-5	
6306	COSMOS PAD	8	ESD-5003	ESS-5	
6307	DEMO OB	230	ED-015	EPS-16	
6308	DIST DEMO	18	ED-015	EPS-16	
6309	FM STRINGS	87	ESD-70	SLT-7	
6310	GENEVIEVE	132	ESD-5001	ESS-5	
6311	GENTLY	11	ESD-5002	ESS-5	

3 SYNTH PAD cont.

6312	GLORIOUS	414	ESD-53	SLT-6	
6313	HIGH STRINGS	137	ESD-5001	ESS-5	
6314	INDIA BOUND	960	ESD-22	SLT-3	
6315	JENNY	841	ESD-24	SLT-3	
6316	LOW STRINGS	84	ESD-5001	ESS-5	
6317	OB-8*	231	ED-002	EPS-16	
6318	PAD PUNCH	433	ED-003	EPS-16	
6319	SMALL INDIA	325	ESD-22	SLT-3	
6320	SMOOTH SYNTH	48	ESD-70	SLT-7	
6321	SPECTRE	149	ESD-60	SLT-6	
6322	STEREO PAD	967	ESD-5025	ESS-8	
6323	STEWKEY INST	74	ESD-70	SLT-7	
6324	SYNTHIA	734	ESD-19	SLT-2	
6325	TEXTURED PAD	572	ESD-5007	ESS-2	

4 SYNTH BELL

6401	CELESTIA	35	ESD-5001	ESS-5	
6402	CRYSTAL BELL	327	ESD-4	SLT-1	
6403	FUNK BELL	78	ESD-110	SLT-11	
6404	FX MINDCHIME	55	ESD-5003	ESS-5	
6405	MYSTERIES	176	ESD-61	SLT-7	
6406	STARBELLS	110	ESD-5001	ESS-5	
6407	THE BELL	449	ESD-5025	ESS-8	
6408	TRIANGLES	57	ESD-5001	ESS-5	
6409	WAVE BELL	24	ESD-70	SLT-7	

5 ANALOG SWEEP

6501	CHROMAN INST	765	ESD-69	SLT-7	
6502	FILTER SWEEP	133	ESD-5002	ESS-5	
6503	Q SWEEP	84	ESD-70	SLT-7	

6 ETHEREAL

6601	AFTERTHOUGHT	257	ESD-18	SLT-2	
6602	CALIOPE	24	ESD-5	SLT-2	
6603	ECSTASY	628	ESD-1009	EPS	
6604	FLOOT-LOOP	353	ESD-4	SLT-1	
6605	FLUTE CHOIR	146	ESD-28	SLT-3	
6606	FX BIG GLASS	77	ESD-5003	ESS-5	
6607	ICE SPINNER	178	ESD-2	SLT-2	
6608	KRYSTAL	433	ESD-66	SLT-7	
6609	MIST	565	ESD-66	SLT-7	
6610	MOONLIGHT	599	ESD-1002	EPS	
6611	RUBBED GLASS	21	ESD-5001	ESS-5	
6612	THEME 1	623	ESD-6	SLT-1	
6613	TUNED NOISE	219	ESD-5002	ESS-5	
6614	ZAPINGA	225	ESD-28	SLT-3	

7 HYBRID+STACK

6701	AGELESS	667	ESD-65	SLT-7	
6702	ASIA	758	ESD-63	SLT-7	
6703	BIG GUY	1259	ESD-5026	ESS-9	
6704	BIG STACK	509	ESD-5004	ESS-3	
6705	BRSS ORCH	1126	ESD-5027	ESS-9	
6706	CHINA PLUK	875	ESD-5028	ESS-9	
6707	EAST PLUK	267	ESD-5028	ESS-9	
6708	FANTASIA	704	ESD-6	SLT-1	
6709	FANTASTIQUE+	229	ESD-5021	ESS-7	
6710	FRENCHESCAFE	274	ESD-69	SLT-7	
6711	HARP HAMMER	124	ESD-5017	ESS-1	
6712	INDUSTRY VOX	139	ESD-60	SLT-6	
6713	KAGONG REZ	497	ESD-5009	ESS-2	
6714	MARAKESH	563	ESD-59	SLT-6	
6715	METAL HALL 2	266	ESD-4	SLT-1	
6716	OUTFLUTE	377	ESD-5027	ESS-9	
6717	PERKAZOID	29	ESD-1	SLT-2	
6718	PINGZ	191	ESD-6	SLT-1	
6719	SYNORCHESTRA	417	ESD-5008	ESS-2	
6720	SYNTHEVOX	504	ESD-19	SLT-2	
6721	THE WAVE	622	ESD-67	SLT-7	
6722	TIMELESS	249	ESD-10	SLT-1	
6723	TYMPELLO	256	ESD-48	SLT-5	

7 HYBRID+STACK cont.

6724	VOICEBELL	191	ESD-27	SLT-3	
6725	VOICEBELL 2	500	ESD-61	SLT-7	
6726	ZE FLUTES	172	ESD-23	SLT-3	
6727	ZYNTHIA	466	ESD-4	SLT-1	

8 UNWORLDLY

6801	ALIEN HARP	80	ESD-70	SLT-7	
6802	BACCUS CHOIR	348	ESD-59	SLT-6	
6803	MAXELED	136	ESD-23	SLT-3	
6804	SATURN	586	ESD-65	SLT-7	
6805	SYNTHOS	643	ESD-67	SLT-7	
6806	THE CALLING	334	ESD-59	SLT-6	
6807	THE TOMB	690	ESD-63	SLT-7	
6808	WHALES	14	ESD-5001	ESS-5	

9 MISC SYNTH

6901	CLARIMONICA	102	ESD-5003	ESS-5	
6902	FM CLAV	26	ESD-70	SLT-7	
6903	HARP	16	ESD-5001	ESS-5	
6904	KALIMBA	19	ESD-5001	ESS-5	
6905	NYLON GUITAR	180	ESD-5003	ESS-5	
6906	PAN FLUTE	41	ESD-5003	ESS-5	
6907	PERCCUSFLUTE	90	ESD-5003	ESS-5	
6908	PERKY 5TH	59	ESD-5026	ESS-9	
6909	PLUCK GUITAR	195	ESD-5003	ESS-5	
6910	PRETTY HARP	257	ESD-5028	ESS-9	
6911	SINGIN OBOE	15	ESD-70	SLT-7	
6912	SLICK CLAV	208	ESD-5024	ESS-8	
6913	SOLO OBOE	21	ESD-5001	ESS-5	
6914	SYNTH GUITAR	69	ESD-70	SLT-7	
6915	SYNTH WHISTL	16	ESD-70	SLT-7	
6916	TUFF CLAV	124	ESD-5003	ESS-5	
6917	VIBES	43	ESD-5003	ESS-5	

7 BASS SOUND

1 ACOUSTC BASS

7101	JAZZ BASS	154	ED-001	EPS-16	
7102	UPRIGHT BASS	199	ESD-1005	EPS	

2 BASS GUITAR

7201	8STRING BASS	182	ESD-5022	ESS-7	
7202	BROVO BASS	128	ESD-27	SLT-3	
7203	DEMO BASSES	129	ED-015	EPS-16	
7204	DYNO BASS	178	ESD-21	SLT-3	
7205	E-BASS 1	397	ESD-5	SLT-2	
7206	EL BASS	265	ESD-1005	EPS	
7207	ELEC BASS 1	62	ESD-36	SLT-4	
7208	ELEC BASS 2	76	ESD-36	SLT-4	
7209	ELEC BASS 3	67	ESD-36	SLT-4	
7210	ELEC BASS 4	62	ESD-36	SLT-4	
7211	FRETLESS +	84	ESD-28	SLT-3	
7212	FRETLESS	330	ED-006	EPS-16	
7213	RJ-BASS+HARM	1426	ESD-108	SLT-11	
7214	RJ-BASS HIP	908	ESD-109	SLT-11	
7215	ROCK BASS 1	121	ESD-13	SLT-1	
7216	ROCK BASS 2	209	ED-002	EPS-16	
7217	SUPER BASS	133	ESD-29	SLT-3	

3 SYNBAS ANLOG

7301	BALLAD BASS	167	ESD-110	SLT-11	
7302	BASIC 1	90	ESD-56	SLT-6	
7303	BASS-2	321	ESD-107	SLT-11	
7304	BCD 4	205	ESD-54	SLT-6	
7305	CT BS 1	463	ESD-110	SLT-11	
7306	CT BS 2	464	ESD-110	SLT-11	
7307	CT BS 3	73	ESD-110	SLT-11	
7308	ECHO BASS	109	ESD-5002	ESS-5	
7309	EUROBASS	320	ESD-5002	ESS-5	
7310	HEAVY BASS	136	ESD-5001	ESS-5	
7311	LATIN BASS	86	ESD-5005	ESS-3	
7312	MONSTER BASS	476	ESD-5002	ESS-5	
7313	MOOG BASS*	271	ED-003	EPS-16	

3 SYNBAS ANLOG cont.			
7314 MR KOOLBASS	123	ESD-5001	ESS-5
7315 SEQ BASS	42	ESD-70	SLT-7
7316 SLAM BASS	224	ESD-5006	ESS-3
7317 SYNTH BASS	44	ESD-70	SLT-7
7318 WET BASS	250	ESD-110	SLT-11
4 SYNBAS DIGTL			
7401 DIG BASS 1	111	ESD-5	SLT-2
7402 DIG BASS 2	61	ESD-9	SLT-2
7403 FM BASS	57	ESD-56	SLT-6
7404 FM FILT BASS	100	ESD-5003	ESS-5
7405 FM SLAP BASS	48	ESD-70	SLT-7
7406 PUNCH BASS	124	ESD-5003	ESS-5
7407 SYNC BASS	299	ESD-56	SLT-6
5 SYNBAS HYBRD			
7501 BASS-1	187	ESD-106	SLT-11
7502 BASS+ORGAN	31	ESD-10	SLT-1
7503 BREATHY BASS	268	ESD-48	SLT-5
7504 DUAL BASS	146	ESD-17	SLT-2
7505 ELEC BASS	42	ESD-70	SLT-7
7506 FUNKYPOP	70	ESD-5016	ESS-1
7507 HYBRID BASS	336	ESD-18	SLT-2
7508 MEGA BASS	279	ESD-5004	ESS-3
7509 MIXED BASS	49	ESD-26	SLT-3
7510 SILICONPLUCK	101	ESD-5021	ESS-7
7511 SLAP BASS	214	ESD-5021	ESS-7
7512 SPIDERLEGS	213	ESD-60	SLT-6
7513 SS BASS	38	ESD-60	SLT-6
7514 TECH BASS	280	ESD-5023	ESS-8
7515 TUBE BASS	312	ESD-23	SLT-3
8 MALLET+BELL			
1 VIBES			
8101 LEAD VIBE	43	ESD-10	SLT-1
8102 VIBRAPHONE	452	ESD-43	SLT-5
2 MARIMBA			
8201 JACOB*MARIMB	128	ESD-53	SLT-6
8202 MARIMBA 1	110	ESD-48	SLT-5
8203 MARIMBA 2	50	ESD-5021	ESS-7
8204 SYRIMBA	179	ESD-29	SLT-3
3 XYLOPHONE			
8301 XYLOPHONE 1	142	ESD-41	SLT-5
8302 XYLOPHONE 2	730	ESD-118	SLT-12
4 BELLS			
8401 BELL TREE	286	ESD-50	SLT-5
8402 BELLS	113	ESD-5021	ESS-7
8403 BUDDHA BELLS	194	ESD-58	SLT-6
8404 CATHEDRAL	247	ESD-61	SLT-7
8405 CHIME	133	ESD-5021	ESS-7
8406 CROTALES	113	ESD-37	SLT-4
8407 CUP GONGS	303	ESD-68	SLT-7
8408 GLOCKENSPIEL	210	ESD-115	SLT-12
8409 MARK TREE-DN	266	ESD-40	SLT-4
8410 MARK TREE-UP	266	ESD-40	SLT-4
8411 ORCH BELLS	138	ESD-37	SLT-4
8412 SLIT BELL	163	ESD-18	SLT-2
8413 STAR CHIMES	207	ESD-115	SLT-12
8414 WIND CHIMES	145	ESD-115	SLT-12
5 CYMBAL+GONG			
8501 BOWED GONG	867	ESD-115	SLT-12
8502 CHE CYMBAL	139	ESD-37	SLT-4
8503 CUP GONG	133	ESD-37	SLT-4
8504 FU YIN GONG	266	ESD-39	SLT-4
8505 FX GONGS	497	ESD-58	SLT-6
8506 OPERA GONG	244	ESD-39	SLT-4
8507 WIND GONG	266	ESD-37	SLT-4
6 UNUSUAL BELL			
8601 BOWED VIBELL	140	ESD-18	SLT-2
8602 CLEAR BELL	185	ESD-68	SLT-7
6 UNUSUAL BELL cont.			
8603 SHADE BELL	310	ESD-68	SLT-7
8604 SNOW QUEEN	357	ESD-69	SLT-7
8605 TACK BELL	302	ESD-68	SLT-7
8606 TOASTED	213	ESD-68	SLT-7
9 SOUND EFFECT			
1 HOUSEHOLD FX			
9101 BLO UP BLOON	500	ESD-83	SLT-9
9102 BUSY	237	ESD-86	SLT-9
9103 CHIP CRUNCH	500	ESD-97	SLT-10
9104 CORK POP	119	ESD-97	SLT-10
9105 COUGH 1	161	ESD-92	SLT-10
9106 COUGH 2	157	ESD-92	SLT-10
9107 COUGH 3	195	ESD-92	SLT-10
9108 DIAL TONE	235	ESD-86	SLT-9
9109 FLYIN BALOON	547	ESD-83	SLT-9
9110 KNOK ON DOOR	56	ESD-84	SLT-9
9111 LIL BURP	90	ESD-92	SLT-10
9112 LONG BURP	263	ESD-92	SLT-10
9113 OFF HOOK	39	ESD-86	SLT-9
9114 OPENING DOOR	307	ESD-84	SLT-9
9115 PHONE RING	769	ESD-86	SLT-9
9116 PICK UP	124	ESD-86	SLT-9
9117 PLATE SMASH	412	ESD-83	SLT-9
9118 POP BALOON	121	ESD-83	SLT-9
9119 RING THEM	78	ESD-86	SLT-9
9120 SNEEZE	240	ESD-92	SLT-10
9121 SNIPPERS	133	ESD-100	SLT-10
9122 TELEPHONE	140	ESD-40	SLT-4
9123 TICKING	153	ESD-97	SLT-10
9124 TOUCH TONES	657	ESD-87	SLT-9
9125 TURN PAGE	416	ESD-99	SLT-10
9126 WINDOW SMASH	623	ESD-82	SLT-9
2 GUNS+ROCKETS			
9201 25 CAL AUTO	184	ESD-81	SLT-9
9202 45 CAL AUTO	343	ESD-81	SLT-9
9203 CANNON	562	ESD-90	SLT-9
9204 M-14 RIFLE	198	ESD-93	SLT-10
9205 MACHINE GUN	635	ESD-81	SLT-9
9206 MED BANG	597	ESD-82	SLT-9
9207 RIFLE CK-SHT	406	ESD-81	SLT-9
9208 ROCKET FIRE	290	ESD-82	SLT-9
3 ENVIRONMENT			
9301 ELEVATOR	879	ESD-87	SLT-9
9302 HOSE-SHOWER	1059	ESD-84	SLT-9
9303 NEWS ROOM	1033	ESD-99	SLT-10
9304 NOISE	89	ESD-70	SLT-7
9305 ROCK CROWD	1027	ESD-95	SLT-10
9306 STREAM	678	ESD-91	SLT-10
9307 SURF	1092	ESD-100	SLT-10
4 VEHICLES			
9401 160 MPH	907	ESD-94	SLT-10
9402 CROSS BELL	402	ESD-85	SLT-9
9403 FAST STOP	664	ESD-94	SLT-10
9404 NIGHT TRAIN	910	ESD-85	SLT-9
9405 TOP FUEL CAR	1116	ESD-93	SLT-10
9406 US JET	876	ESD-98	SLT-10
9407 WIPERS	469	ESD-97	SLT-10
5 SPORTS			
9501 HOME RUN	162	ESD-96	SLT-10
9502 PING PONG	559	ESD-96	SLT-10
9503 RESPONSE	216	ESD-96	SLT-10
9504 STRIKE	494	ESD-96	SLT-10
9505 TEE OFF	157	ESD-96	SLT-10
6 ANIMALS			
9601 BEE	304	ESD-89	SLT-9
9602 BIRDSONG	110	ESD-91	SLT-10
9603 CHIRP	117	ESD-91	SLT-10

6 ANIMALS cont.			
9604 CLUCK	376	ESD-89	SLT-9
9605 COW MOO	293	ESD-89	SLT-9
9606 DOG	671	ESD-98	SLT-10
9607 DONKEY	337	ESD-88	SLT-9
9608 ELEPHANT	376	ESD-88	SLT-9
9609 HORSE SNORT	228	ESD-88	SLT-9
9610 HORSE WHINNE	516	ESD-88	SLT-9
9611 LEAD BIRD	183	ESD-91	SLT-10
9612 LION ROARS	592	ESD-89	SLT-9
9613 PIG SNORT	226	ESD-92	SLT-10
9614 QUACK	87	ESD-91	SLT-10
9615 SQUAK	111	ESD-91	SLT-10
9616 WOOLY BAAAH	268	ESD-91	SLT-10
7 MISC FX			
9701 BUZZER	370	ESD-90	SLT-9
9702 FIREBELL	56	ESD-82	LT-9
9703 GAVEL	352	ESD-100	SLT-10
9704 REGISTER	549	ESD-90	SLT-9
9705 WHIP	275	ESD-97	SLT-10

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What Is Covered
This warranty covers all defects in material and workmanship for thirty days from the date of purchase from an Authorized ENSONIQ Dealer.

What Is Not Covered
This warranty does not cover damage to or deterioration of the CDR-1 resulting from accident, misuse, neglect, or failure to follow operating instructions.

How To Obtain Warranty Performance
Return your defective CDR-1 with this package to an Authorized ENSONIQ Dealer or Repair Station along with proof of purchase. The defective CDR-1 will be replaced.

Limitations Of Implied Warranties And Exclusion Of Certain Damages
Any implied warranties, including warranties of merchantability and fitness for a particular purpose are limited in duration to the length of this warranty.

ENSONIQ's liability, for any defective product, is limited to repair or replacement of the product.

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2. Any other damages, whether incidental, consequential, or otherwise, except damages which may not be excluded under applicable law.

Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion or limitation of incidental or consequential damages so the above limitations and exclusions may not apply to you.

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BWD STRINGS DM# 1105
416 Blocks STRINGED • STRING SECTN

A small string section of viola and violins playing long, bowed notes in unison. This sound is designed to compliment "STACKED STRINGS," #1104.

PATCH SELECTS:
OO Single layer.
OX Stereo, one octave lower.
XO Stereo.
XX Repeat ramp layer.

CELLOS DM# 1108
267 Blocks STRINGED • STRING SECTN

The rich overtones of a small cello section. This sound ends at F#4 and is designed to be used with "VIOLINS," #1109.

PATCH SELECTS:
OO Single layer.
OX Stereo, with quick decay.
XO Stereo.
XX Cellos voiced in minor thirds.

EPIC STRINGS DM# 1102
983 Blocks STRINGED • STRING SECTN

A lush, contemporary orchestral string sound. From the original EPS In Box series.

PATCH SELECTS:
OO EPIC STRINGS.
OX Tuned in octaves.
XO Poly-Key™ controls crescendo.
XX Keyboard panning.

FULL STRINGS DM# 1112
1516 Blocks STRINGED • STRING SECTN

The orchestration for this recording was 10 violins, 8 violas, 6 cellos, and 4 basses. These strings are perfect for building a chase scene or shadowing a horror cue. The mod wheel controls the amount of the chorus mix.

PATCH SELECTS:
OO Unison orchestration.
OX Adds upper octave.
XO Adds lower octave.
XX Combines low and high octaves.

ORCH CLUSTER DM# 1107
223 Blocks STRINGED • STRING SECTN

ORCH CLUSTER features a full orchestra playing what could be called a "tuning sequence." The sound ends at E5 for combining with "OPERA GONG," #8506.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX Quick decay.

ORCH STRINGS 1 DM# 1101
963 Blocks STRINGED • STRING SECTN

Lush, sweeping orchestral string section.

PATCH SELECTS:
OO Stereo.
OX Quick sforzando fading into tremolo.
XO Stereo with quick release.
XX Mono with quick release.

PZCTO STRINGS DM# 1106
406 Blocks STRINGED • STRING SECTN

Captures the delicate sound made when a section of string players "pluck" the strings with their fingers.

PATCH SELECTS:
OO Single layer.
OX One octave lower.
XO Stereo.
XX Octaves.

STACKED DM# 1104
267 Blocks STRINGED • STRING SECTN

A string section featuring cello and viola playing in octaves. This sound is designed to compliment "BWD STRINGS," #1105.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo version of OO.
XX Piano-like envelope.

STRING PAD DM# 1111
743 Blocks STRINGED • STRING SECTN

Expressive, sweet, moving, and evocative. From the Claude Gaudette Signature Series.

PATCH SELECTS:
- OO Mod wheel controls brightness.
- OX Tuned in octaves.
- XO Poly-Key controls volume and filtering.
- XX Tuned in fifths.

SYMSTRINGS DM# 1110
1229 Blocks STRINGED • STRING SECTN

An extremely rich, smooth, realistic-sounding synthetic string section.

PATCH SELECTS:
- OO Stereo.
- OX Short release.
- XO Octaves.
- XX Fifths.

TRMLO STRINGS DM# 1103
537 Blocks STRINGED • STRING SECTN

An orchestral string section in full tremolo, an effect achieved by rapidly running the bow back and forth across the strings.

PATCH SELECTS:
- OO Single layer.
- OX Soft attack, long release.
- XO Stereo.
- XX Minor thirds.

VIOLINS DM# 1109
267 Blocks STRINGED • STRING SECTN

A violin section. This sound begins at G4 and is designed to be used with "CELLOS," #1108.

PATCH SELECTS:
- OO Single layer.
- OX Stereo, with quick decay.
- XO Stereo.
- XX Long attack and decay.

CELLO DM# 1201
893 Blocks STRINGED • SOLO STRING

Multisampled instrument featuring the characteristic bow scrape and muted tone of the violoncello; pizzicato and chamber section are included.

PATCH SELECTS:
- OO Monophonic version using legato layer.
- OX Pizzicato.
- XO Polyphonic version.
- XX Synth string section in octaves.

MINI-VIOLIN DM# 1202
401 Blocks STRINGED • SOLO STRING

A memory-conservative instrument that can sparkle with the brilliance of the classical violin or give a foot-stompin' country fiddle sound.

PATCH SELECTS:
- OO Mod wheel controls volume and filter.
- OX Mono patch.
- XO Key-up retrigger.
- XX String quartet.

SOLO CELLO DM# 1203
146 Blocks STRINGED • SOLO STRING

The sound of a lone cello, especially effective in the lower registers. This sound ends at B4 and is designed to be used with "FLUTE," #2101.

PATCH SELECTS:
- OO Single layer.
- OX Chorused, with soft attack.
- XO Stereo.
- XX Octave down.

SOLO VIOLIN DM# 1204
1312 Blocks STRINGED • SOLO STRING

A solo violin played by world renowned jazz violinist John Blake.

PATCH SELECTS:
- OO Polyphonic version.
- OX Mono patch.
- XO Key-up triggers up bow stroke.
- XX Pizzicatos.

AC GUITAR DM# 1301
822 Blocks STRINGED • ACOUSTC GUIT

A full bodied, multisampled instrument that has captured the complex harmonic structure and resonant character of an open bodied guitar. From the original EPS In Box Series.

PATCH SELECTS:
- OO Chorused.
- OX Muted guitar.
- XO Octave up.
- XX Bowed guitar.

ACOU-GTR-1 DM# 1302
975 Blocks STRINGED • ACOUSTC GUIT

The acoustic guitar we have come to know and love. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
- OO Acoustic Guitar 1.
- OX The Pull-Off.
- XO Palm Muting.
- XX Harmonics.

ACSTC GUITAR DM# 1303
525 Blocks STRINGED • ACOUSTC GUIT

A multisampled steel string acoustic guitar with picked notes and harmonics.

PATCH SELECTS:
- OO Single layer.
- OX Stereo auto pan.
- XO Stereo version of OO.
- XX Stereo with soft attack.

NYLON GUIT 1 DM# 1304
497 Blocks STRINGED • ACOUSTC GUIT

The gentle sound of the classical nylon stringed instrument.

PATCH SELECTS:
- OO Single layer.
- OX Muted.
- XO Stereo.
- XX Soft pad.

NYLON GUIT 2 DM# 1305
310 Blocks STRINGED • ACOUSTC GUIT

A delicate representation of the popular instrument. The aural simplicity of this sound enables its use in a number of settings.

PATCH SELECTS:
- OO NYLON GUITAR.
- OX One fret ascending grace note slide.
- XO One fret decending grace note slide.
- XX Key-up strumming.

NYLON ST GTR DM# 1306
1338 Blocks STRINGED • ACOUSTC GUIT

This bright sound is excellent for classical compositions. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
- OO Nylon String Guitar.
- OX Whole-step slide up.
- XO Half-step slide up.
- XX String pull-off.

ROCK STEEL DM# 1307
1233 Blocks STRINGED • ACOUSTC GUIT

An excellent steel-string guitar, including lots of performance artifacts, heavily compressed and played like there's no tomorrow.

PATCH SELECTS:
- OO ROCK STEEL.
- OX Muted version.
- XO Twelve string.
- XX Full keyboard mapping of chukka sounds.

STL STR GIT DM# 1308
539 Blocks STRINGED • ACOUSTC GUIT

A multisampled steel string guitar.

PATCH SELECTS:
- OO Acoustic guitar.
- OX 12 string guitar.
- XO A more delicate variation.
- XX Chorused version with legato layer.

TWELVE STRNG DM# 1309
1363 Blocks STRINGED •ACOUSTC GUIT

Two layers are simultaneously crossfaded to produce the most feel that has ever been heard in a 12 string sample. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
OO Twelve String Guitar.
OX String pull-off.
XO Same as 0X.
XX Same as 0X.

CLEAN GUITAR DM# 1401
624 Blocks STRINGED •ELEC GUITAR

From the Paul Jackson Jr. Signature Series. This sound was played on Paul's Valley Arts Custom Pro™ guitar with special electronics designed by Mike McGuire.

PATCH SELECTS:
OO Poly-Key activates the whammy bar.
OX Muted articulations.
XO Auto-volume swell.
XX Synthesized fret slide.

CRUNCH GTR DM# 1402
601 Blocks STRINGED •ELEC GUITAR

A "rough and raunchy" guitar sound featuring muted fifths and single notes, and all-out power chords.

PATCH SELECTS:
OO Single note mutes with distortion.
OX Muted fifths with distortion.
XO Power chords/Mod Wheel dive bombs.
XX Combination of all three sounds.

DANCE GUITAR DM# 1403
632 Blocks STRINGED •ELEC GUITAR

Paul Jackson's sound and style have set musical standards for dance tunes. This instrument gives you the chance to play that famous sound with multiple articulations.

PATCH SELECTS:
OO "Hot mutes" and non-pitched "chukkas."
OX Mod wheel controls tone.
XO "Chukka chukka" sound.
XX Fret slide.

DIST GUITAR DM# 1404
195 Blocks STRINGED •ELEC GUITAR

A Bradshaw™ guitar rig through Marshall™ cabinets created this screaming lead sound. Velocity controls the wah-wah. Generate feedback by holding down the keys. Use patch selects to access power chords.

PATCH SELECTS:
OO Power chords, slides, etc. in the bass.
OX Thirds on power chords.
XO Fourths on power chords.
XX Dampened version.

DREAM GUITAR DM# 1405
966 Blocks STRINGED •ELEC GUITAR

A clean, chorused L.A. session guitar. From the original EPS In Box series.

PATCH SELECTS:
OO DREAM GUITAR.
OX Key-up finger squeaks.
XO Steel guitar patch.
XX Stereo version of OX.

EBOW GUITAR DM# 1406
254 Blocks STRINGED •ELEC GUITAR

A Paul Reed Smith™ guitar driven by an E-Bow™ (magnetic string driver), and run through a compressor. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX Tuned in octaves.
XO Octave down.
XX Combination of OO and XO.

ELEC GTR DM# 1407
320 Blocks STRINGED •ELEC GUITAR

A variety of electric guitar sounds including funk rhythm, power chords, and harmonics.

PATCH SELECTS:
OO Funk rhythm, power chords, harmonics.
OX Reverse.
XO Panned hard left.
XX Adds reverb layer.

ELEC GUITAR DM# 1408
996 Blocks STRINGED •ELEC GUITAR

A hard rocking, overdriven multisampled guitar.

PATCH SELECTS:
OO Mod wheel adds feedback.
OX Picked harmonics.
XO Mono patch with legato layer.
XX Guitar mutes.

FEEDBAC LEAD DM# 1409
661 Blocks STRINGED •ELEC GUITAR

A powerful guitar sound from the Nile Rodgers collection, with plenty of the master's "attitude" intact.

PATCH SELECTS:
OO Mono patch.
OX More bite added to attack.
XO Fall-off.
XX Octaves and ringing feedback.

FUNK GTR DM# 1410
542 Blocks STRINGED •ELEC GUITAR

Snappy electric guitar featuring velocity switch from muted pick to slap and including slides, muted strums, muted fifths, and reverse effects.

PATCH SELECTS:
OO Pick/slap layers, slides and muted strums.
OX Clean muted fifths in stereo.
XO Reverse.
XX Pick/slap and reverse layers.

FX GUITAR 1 DM# 1411
905 Blocks STRINGED •ELEC GUITAR

A tri-stereo chorus, equalizer, compressor, and short delay were used to achieve this sizzling guitar sound. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
OO Chordal scream from C6-C7.
OX Mutes & Effects.
XO Note + sustain + delayed fall-off.
XX Guitar riff mapped to each octave.

HARMONICS DM# 1412
29 Blocks STRINGED •ELEC GUITAR

A plucked harmonic (from a Paul Reed Smith guitar going through a compressor) provides the wavesample for this pretty sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX OO but more direct and less diffused.
XO OO without the lower octave.
XX Tuned in fourths.

LA GUITAR DM# 1413
621 Blocks STRINGED •ELEC GUITAR

This clean guitar sound was played by Paul Jackson Jr. on a Valley Arts Custom Pro Guitar played through state-of-the-art signal processing equipment.

PATCH SELECTS:
OO LA GUITAR.
OX Muted.
XO Fifths.
XX Heavily muted.

LEAD GUITAR DM# 1414
853 Blocks STRINGED •ELEC GUITAR

A bunch of guitars through a bunch of effects, with a combo organ thrown in at no extra charge. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Fender Telecaster™ through effects.
OX Paul Reed Smith through effects.
XO Free combo organ.
XX Main/feedback sounds w/out Poly-Key.

OCTAVES DM# 1415
656 Blocks STRINGED •ELEC GUITAR

Wes Montgomery-inspired octave guitar styles, and unique tri-octave styles. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
OO Tri-octave playing, velocity crossfade.
OX A chordal effect, a fourth plus grace note.
XO Modified chordal effect.
XX Sustaining octaves.

PWR GTR CHDS DM# 1416
2043 Blocks STRINGED • ELEC GUITAR

An aggressive distorted guitar sound as performed by Basil Fung, session guitarist who has worked with Janet Jackson and Paula Abdul.

PATCH SELECTS:
- OO Classic power-chord fifths.
- OX Major thirds.
- XO Fourths.
- XX Adds chorused fifths.

PWR GTR FX DM# 1417
310 Blocks STRINGED • ELEC GUITAR

A variety of effects used by electric guitar players.

PATCH SELECTS:
- OO Finger slides, chukka, pick scrape, etc.
- OX Pitch envelope and alternate tuning.
- XO Rising pick scrape, whammy transposed.
- XX Pitch envelope effects.

PWR GTR SOLO DM# 1418
798 Blocks STRINGED • ELEC GUITAR

The red hot distorted lead sound, including feedback, harmonics, and multiple picking styles.

PATCH SELECTS:
- OO Straight-ahead picked notes.
- OX Mutes and picked notes.
- XO Velocity controls harmonics.
- XX Chorused.

RAZOR GUITAR DM# 1419
424 Blocks STRINGED • ELEC GUITAR

A collection of cutting guitar licks from Nile Rodgers, the master.

PATCH SELECTS:
- OO Cutting guitar chomp.
- OX Alternate articulation and timbre.
- XO Bombs away!
- XX Bending dirty chord.

RCK GUIT 5TH DM# 1420
270 Blocks STRINGED • ELEC GUITAR

Distorted electric guitar power chords split at D#4 for use with "SOLO RK GUIT," #1425.

PATCH SELECTS:
- OO Single layer.
- OX Backwards guitar effect.
- XO Mono patch with stereo image.
- XX Repeat ramp.

ROCKINGUITAR DM# 1421
487 Blocks STRINGED • ELEC GUITAR

A dreamy electric guitar with a touch of distortion, chorus, and reverb built into the samples.

PATCH SELECTS:
- OO Stereo.
- OX Poly-Key controls pitch-bend.
- XO Key-up re-triggers notes.
- XX Tuned in fourths.

SIZZLE GUITAR DM# 1422
1276 Blocks STRINGED • ELEC GUITAR

A scorching lead guitar sound, including a complement of note slides, mod wheel-controlled dive-bombs, and controllable feedback.

PATCH SELECTS:
- OO Mono patch.
- OX Upward slide, followed by feedback.
- XO Downward slide triggered by key-up.
- XX All the feedback, none of the slides.

SLAMIN GUITR DM# 1423
1088 Blocks STRINGED • ELEC GUITAR

Slamin' guitar delivers a wide selection of funk oriented guitar articulations. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
- OO Chromatic context mapping.
- OX Popping riff, Jackson octave unison bend.
- XO Effects everywhere.
- XX Muted picks, fall off, and two note bend.

SM PWR CHORD DM# 1424
296 Blocks STRINGED • ELEC GUITAR

Full throttle electric guitar power chords.

PATCH SELECTS:
- OO Flanged with big hall release.
- OX Short release.
- XO Repeat ramp envelope.
- XX Muted.

SOLO RK GUIT DM# 1425
272 Blocks STRINGED • ELEC GUITAR

A hard edged rock guitar sound designed for screaming lead work. It is split at D#4 for use with "RCK GUIT 5TH," #1420.

PATCH SELECTS:
- OO Single layer.
- OX Reverse.
- XO Panned hard left.
- XX Adds reverb layer.

TAP FEEDBACK DM# 1426
276 Blocks STRINGED • ELEC GUITAR

This sound is the result of tapping and holding a string on a Peavey T-60™ guitar connected to a Maniac Music Sustainiac. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Tuned in octaves.
- OX Jazz guitar sound.
- XO OX with extra feedback layer.
- XX Octaves guitar ala Wes Montgomery.

VEGAS HIT DM# 1427
552 Blocks STRINGED • ELEC GUITAR

A growling guitar, with digital electric piano layered from key A#3 up.

PATCH SELECTS:
- OO Long decay.
- OX Slow attack and short decay.
- XO A repeat ramp patch.
- XX Key-up attack instantly mutes notes.

HARP DM# 1501
491 Blocks STRINGED • HARP

The classical harp, featuring both single string plucks and upward arpeggios.

PATCH SELECTS:
- OO Arpeggios on the lower keys.
- OX Octave down.
- XO Stereo.
- XX Soft attack.

HARP 1 DM# 1502
469 Blocks STRINGED • HARP

The delicate sound of the harp.

PATCH SELECTS:
- OO Stereo.
- OX Octave up.
- XO Octaves.
- XX Fifths.

CLAV AZ DM# 1601
346 Blocks STRINGED • HARPSI•CLAV

The funk workhorse of the 70's - from the Aaron Zigman collection.

PATCH SELECTS:
- OO Mod wheel adds vibrato.
- OX Octaves.
- XO Fifths.
- XX Single layer.

CLAVINET DM# 1602
381 Blocks STRINGED • HARPSI•CLAV

Tremendously popular in the 1970's in both pop and soul music, the clavinet is similar to an electric piano in sound but with rougher, almost harpsichord-like overtones.

PATCH SELECTS:
- OO Single layer.
- OX Soft attack.
- XO Stereo.
- XX Repeat ramp.

HARPSICHORD DM# 1603
713 Blocks STRINGED • HARPSI • CLAV

This authentic baroque harpsichord re-creation features two different ranks, a "buff stop," and the characteristic "thump" made by the plucking mechanism when the key is released.

PATCH SELECTS:
OO Octave-coupled harpsichord.
OX Only the upper octave.
XO Only the lower octave.
XX Use the filter to simulate a "buff stop."

BANJO DM# 1701
273 Blocks STRINGED • COUNTRY • WEST

A foot-stompin', finger-pickin' sound of the south that compares well to the genuine article. This instrument is split at F#4 for use with "FIDDLE," #1703.

PATCH SELECTS:
OO Single layer.
OX Short release.
XO Stereo.
XX Soft attack.

DOBRO DM# 1702
588 Blocks STRINGED • COUNTRY • WEST

The Dobro™ has a unique metallic sound and projects more forcefully than a normal guitar, due to the built-in resonating cone. From the Paul Jackson Jr. Signature Series.

PATCH SELECTS:
OO The Dobro.
OX The Fourth Slide.
XO Classic Dobro blues-style phrase.
XX Ascending whole step hammer-on.

FIDDLE DM# 1703
265 Blocks STRINGED • COUNTRY • WEST

A down-home country fiddle sound with plenty of rosin on the bow. This instrument is split at G4 for use with "BANJO," #1701.

PATCH SELECTS:
OO Single layer.
OX Short release time.
XO Stereo.
XX Soft attack.

MANDOLIN DM# 1704
269 Blocks STRINGED • COUNTRY • WEST

Mandolin single strokes. This sound begins at G4 and is designed to be used with "TRMLO MANDLN," #1705.

PATCH SELECTS:
OO Single layer.
OX Chorused.
XO Stereo.
XX Quick decay.

TRMLO MANDLN DM# 1705
244 Blocks STRINGED • COUNTRY • WEST

Mandolin tremolo strokes. This sound ends at F#4 and is designed to be used with "MANDOLIN," #1704.

PATCH SELECTS:
OO Single layer.
OX Quick decay.
XO Stereo.
XX Soft attack.

KOTO DM# 1801
957 Blocks STRINGED • ORIENTAL

This 2000 year old Japanese stringed instrument was sampled using ivory fingerpicks to produce this delicate, mellifluous sound.

PATCH SELECTS:
OO Various plucking techniques.
OX Octave up added on key-up.
XO Traditional pentatonic scale.
XX KOTO. MANDOLIN. Or KOTOLIN?

HAMMER DULCI DM# 1901
1398 Blocks STRINGED • ETHNIC • MISC

A shallow box strung with wires which are struck with wooden mallets, this instrument provides a woody, hollow, ringing, piano-like sound. From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO HAMMERED DULCIMER.
OX A rolling key-up layer.
XO Tomorrow's sound, yesterdays instrument
XX Wild harmonic twist.

SITAR DM# 1902
131 Blocks STRINGED • ETHNIC • MISC

This sound is designed to be used in combination with the "TAMBOURA," #1903, and the "TABLA," #3516, to conjure up a realistic Indian soundscape.

PATCH SELECTS:
OO Single layer.
OX Stereo with swelled attack.
XO Stereo with normal attack.
XX Stereo with quick decay.

TAMBOURA DM# 1903
140 Blocks STRINGED • ETHNIC • MISC

This sound is designed to be used in combination with the "SITAR," #1902, and the "TABLA," #3516, to conjure up a realistic Indian soundscape.

PATCH SELECTS:
OO Single layer.
OX Stereo with swelled attack.
XO Stereo with normal attack.
XX Stereo with quick decay.

ZITHER DM# 1904
358 Blocks STRINGED • ETHNIC • MISC

A buzzy re-creation of the Bavarian instrument consisting of a wooden box with 4 or 5 melody strings and as many as 37 accompaniment strings that are plucked with a thumbpick.

PATCH SELECTS:
OO Stereo.
OX Chorused, with shorter decay.
XO No layers assigned - create a patch!
XX Thin, faraway version.

FLUTE 1 DM# 2101
245 Blocks WIND + BRASS • FLUTES • PIPES

A pure flute sound. This sound begins at C4 and is designed to be used with "CELLO," #1203.

PATCH SELECTS:
OO Single layer.
OX Chorused with soft attack.
XO Mono patch.
XX Mono patch, one octave down.

FLUTE 2 DM# 2102
33 Blocks WIND + BRASS • FLUTES • PIPES

A flute sound with an exceptionally small block count. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX Polyphonic.
XO Mono patch.
XX Basic UFO taking off.

FLUTE 3 DM# 2103
308 Blocks WIND + BRASS • FLUTES • PIPES

The haunting jazz sound of FLUTE 1 makes it an excellent choice for small group playing, and because of its small block size, it can be used with many other sounds.

PATCH SELECTS:
OO Polyphonic.
OX Monophonic.
XO Shakuhachi type effect on attack.
XX Big stereo version.

LEGATO FLUTE DM# 2104
382 Blocks WIND + BRASS • FLUTES • PIPES

An airy, articulate flute with a characteristically breathy chiff.

PATCH SELECTS:
OO Monophonic version.
OX More nasal polyphonic version.
XO Polyphonic version of OO.
XX Same as XO.

MEGAPIPE DM# 2105
273 Blocks WIND + BRASS • FLUTES • PIPES

Huge, ethereal, and perhaps even slightly menacing, this is the first heavy metal pan pipe patch. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Right layer.
XO Left layer.
XX Same as OO.

PAN FLOOT DM# 2106
193 Blocks WIND + BRASS + FLUTES + PIPES

A breathy wood-flute sound with a lot of "chiff" and a very small block count.

PATCH SELECTS:
OO Stereo.
OX Left layer only.
XO Soft attack.
XX Short "blip" version.

PERC BOTTLE DM# 2107
267 Blocks WIND + BRASS + FLUTES + PIPES

The quintessential sample of someone blowing through a bottle top. This sound begins at F4, and is designed to be used with "BREATHY BASS," #7503.

PATCH SELECTS:
OO Single layer.
OX Long attack and decay.
XO Stereo.
XX Mono patch.

RECORDER DM# 2108
143 Blocks WIND + BRASS + FLUTES + PIPES

A synthesized re-creation of the medieval woodwind instrument.

PATCH SELECTS:
OO Stereo.
OX Stereo, in fifths.
XO Octaves, with velocity controlling pitch.
XX Stereo, in fourths.

WOODEN FLUTE DM# 2109
136 Blocks WIND + BRASS + FLUTES + PIPES

An African flute with its characteristically breathy chiff. This sound begins at D#4, and is designed to be used with "TYMPELLO," #6723.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Stereo.
XX Octave down.

BASS CLRNT DM# 2201
160 Blocks WIND + BRASS + CLARINET

This sound ends at C#4 and is designed to be used with "CLARINET," #2202.

PATCH SELECTS:
OO Single layer.
OX Chorused with soft attack.
XO Stereo.
XX Muted after attack.

CLARINET 1 DM# 2202
129 Blocks WIND + BRASS + CLARINET

This sound begins at D4 and is designed to be used with "BASS CLRNT," #2201.

PATCH SELECTS:
OO Single layer.
OX Chorused with soft attack.
XO Stereo.
XX Muted after attack.

CLARINET 2 DM# 2203
1300 Blocks WIND + BRASS + CLARINET

The modern day clarinet, a single-reed instrument made of wood or ebonite.

PATCH SELECTS:
OO Breathy at lower velocities.
OX Mellower version.
XO Soft attack.
XX Mellower version.

JAZZ CLRINET DM# 2204
326 Blocks WIND + BRASS + CLARINET

This sound has been designed to capture the romantic side of the Big Band era.

PATCH SELECTS:
OO JAZZ CLARINET.
OX Adds a grace note to the attack.
XO Mono version.
XX Chorused version.

BASSOON 1 DM# 2301
278 Blocks WIND + BRASS + DOUBLE REED

The solo orchestral woodwind sound. This sound ends at A4 and is designed to be used with "OBOE," #2304.

PATCH SELECTS:
OO Single layer.
OX Chorused with soft attack.
XO Stereo.
XX Simulated reverb.

BASSOON 2 DM# 2302
1058 Blocks WIND + BRASS + DOUBLE REED

A wonderful example of the orchestral double-reed instrument.

PATCH SELECTS:
OO Poly-Key adds vibrato and volume.
OX Throatier.
XO Softer tones.
XX Stereo.

ENGLISH HORN DM# 2303
495 Blocks WIND + BRASS + DOUBLE REED

Neither English nor a horn, this double-reed instrument has come to be regarded as a contralto oboe.

PATCH SELECTS:
OO Velocity switching.
OX Single layer of softer samples.
XO Crescendos when sustains.
XX Stereo.

OBOE 1 DM# 2304
288 Blocks WIND + BRASS + DOUBLE REED

The solo orchestral woodwind sound. This begins at A#4 and is designed to be used with "BASSOON," #2301.

PATCH SELECTS:
OO Single layer.
OX Chorused with soft attack.
XO Stereo.
XX Mono patch.

OBOE 2 DM# 2305
999 Blocks WIND + BRASS + DOUBLE REED

From the double-reed family of woodwinds.

PATCH SELECTS:
OO Strident version.
OX Sweeter version.
XO Slight chiff on attack, with mellow sustain.
XX Stereo.

THE REEDS DM# 2306
35 Blocks WIND + BRASS + DOUBLE REED

A synthesized recreation of orchestral woodwinds, with bassoons and English horns in the lower ranges and oboe and oboe d'amore in the upper.

PATCH SELECTS:
OO Stereo.
OX Octaves.
XO Fifths.
XX Subtle phase-sifting effect.

ALTO SAX DM# 2401
276 Blocks WIND + BRASS + SAXOPHONE

A multisampled alto saxophone, split at C4 for use with "BRTONE SAX," #2402.

PATCH SELECTS:
OO Single layer.
OX Chorused mono patch.
XO "Growl" patch.
XX Stereo "growl" patch.

BREATHY SAX DM# 2402
279 Blocks WIND + BRASS + SAXOPHONE

A sultry alto sax with velocity-controlled brightness. All patches are monophonic for greater playability.

PATCH SELECTS:
OO Single layer.
OX Stereo detuning. Poly-Key adds growl.
XO OX, but Poly-Key adds vibrato.
XX Stereo with swelling attack.

BRTONE SAX DM#2403
173Blocks WIND + BRASS+SAXOPHONE

A honking recreation of the baritone sax, particularly for 50's rock and 60's soul.

PATCH SELECTS:
OO Single layer.
OX Chorused.
XO Stereo.
XX Soft "wah" attack.

TENOR SAX DM#2404
912Blocks WIND + BRASS+SAXOPHONE

This performance-oriented sax includes growls, vibrato, fall-offs, sforzandos, grace notes, slurs, trills, staccato and marcato attacks. From the original EPS In Box Series.

PATCH SELECTS:
OO Mono patch.
OX Growl patch.
XO Fall-off on key-up.
XX Whole-step grace note.

TENOR SAX 1 DM#2405
573Blocks WIND + BRASS+SAXOPHONE

The sound chosen for TENOR SAX 1 is a lush sound in a jazz oriented "Coltrane" style - very rich in character.

PATCH SELECTS:
OO TENOR SAX 1 (monophonic).
OX Grace note attack.
XO Polyphonic with slight crescendo on
XX Octaves.

TENOR SAX-M DM#2406
971Blocks WIND + BRASS+SAXOPHONE

A raspy, cutting multisampled tenor saxophone.

PATCH SELECTS:
OO Single monophonic layer.
OX Chorused mono layer.
XO Mono "growl" patch.
XX Stereo "growl" patch.

ACCORDION DM#2501
1556Blocks WIND + BRASS+OTHER REEDS

The life-like sound of the classic "squeeze-box".

PATCH SELECTS:
OO Mod wheel adds chorusing.
OX Octaves.
XO Octave up.
XX Lower octaves.

HARMONICA DM#2502
476Blocks WIND + BRASS+OTHER REEDS

A multisampled instrument that puts bass harmonica and chromatic harmonica at your fingertips.

PATCH SELECTS:
OO Bass and chromatic harmonicas.
OX Mono with quick decay and auto-pan.
XO Mono patch with stereo image.
XX Polyphonic with soft attack.

FLUGEL HORN DM#2601
778Blocks WIND + BRASS+TRUMPT+FLUGL

A soulful mix of brassy textures ranging from intimate whisper to impassioned scream.

PATCH SELECTS:
OO Mellow.
OX Short stab.
XO Slurring effect when notes played legato.
XX Two horns in unison.

MUTD TRUMPET DM#2602
112Blocks WIND + BRASS+TRUMPT+FLUGL

This muted trumpet recreation begins at F4 and is designed to be used with "ORCH BRASS," #2804.

PATCH SELECTS:
OO Mono patch.
OX Chorused.
XO Stereo.
XX Octaves.

ORCH TRUMPET DM#2603
346Blocks WIND + BRASS+TRUMPT+FLUGL

A trumpet designed specifically for the classical repertoire.

PATCH SELECTS:
OO Ambient," concert hall" version.
OX "Dry" version of OO.
XO Polyphonic stereo setting with reverb.
XX Poly "dry" setting in the right channel.

SOLO TRUMPET DM#2604
669Blocks WIND + BRASS+TRUMPT+FLUGL

A jubilant, highly expressive recreation of a solo trumpet.

PATCH SELECTS:
OO Monophonic trumpet with reverb.
OX Dry version of OO.
XO Key-up layer adds an octave fall-off.
XX Poly version w/mod wheel sforzando.

BASSTROMBONE DM#2701
1212Blocks WIND + BRASS+TRMBONE+TUBA

The powerful, majestic sound of the "big boy" of the trombone family.

PATCH SELECTS:
OO Mono patch.
OX Velocity gliss and Poly-Key pitch bend.
XO Stabs.
XX Stereo brass.

TROMBONE 1 DM#2702
426Blocks WIND + BRASS+TRMBONE+TUBA

A multisampled trombone featuring velocity-controlled layers of legato tones, fortes and flutter tongue samples.

PATCH SELECTS:
OO Velocity layer switching.
OX Only forte layer is used.
XO Forte and flutter tongue layers.
XX Same as OO.

TROMBONE 2 DM#2703
1249Blocks WIND + BRASS+TRMBONE+TUBA

This sound purrs and growls with the rich tone that has made this brass instrument so popular.

PATCH SELECTS:
OO Poly-Key/wheel control LFO & filtering.
OX Flutter tonguing.
XO Glissando.
XX Stereo section.

TUBA DM#2704
1491Blocks WIND + BRASS+TRMBONE+TUBA

The oom-pah of the traditional marching band is now yours.

PATCH SELECTS:
OO TUBA.
OX Hard attacks.
XO Staccato attacks.
XX Stereo.

BITE LINES DM#2801
249Blocks WIND + BRASS+BRASS SECTN

Analog and acoustic horn sections are combined in this punchy, contemporary sound.

PATCH SELECTS:
OO Octaves.
OX Slides.
XO Sforzando.
XX Unison.

BRASS BLASTS DM#2802
167Blocks WIND + BRASS+BRASS SECTN

A brass section, complete with harmonies and fall-offs. From the Aaron Zigman collection.

PATCH SELECTS:
OO 7th chords and fall-offs.
OX Stereo.
XO Stereo variation.
XX Reverse.

MIAMI BRASS DM# 2803
529 Blocks WIND + BRASS • BRASS SECTN

This fat brass sound will cut through any mix and do it with flare. Reminiscent of "you know who's" brass section, this sound is burning.

PATCH SELECTS:
OO MIAMI BRASS.
OX Octaves.
XO Triple and double tonguing.
XX Fall-off.

ORCH BRASS DM# 2804
255 Blocks WIND + BRASS • BRASS SECTN

An orchestral brass section playing in unison. This sound ends at E4 and is designed to be used with "MUTD TRUMPET," #2602, or "FRENCH HORN," #2901.

PATCH SELECTS:
OO Single layer.
OX Chorused.
XO Stereo.
XX Octaves.

POP HORN SEC DM# 2805
530 Blocks WIND + BRASS • BRASS SECTN

Two trumpets, a trombone and a tenor sax were sampled to create this bright sound. From the original EPS In Box Series.

PATCH SELECTS:
OO POP HORN SECTION.
OX Double tongue effect.
XO Stereo sforzando.
XX Short whole-note glissando whip.

SFORZ BRASS 1 DM# 2806
422 Blocks WIND + BRASS • BRASS SECTN

Bright pop horn section.

PATCH SELECTS:
OO Bright, full-on attack.
OX Notes sound again when key is released.
XO Internal swell created with the envelopes.
XX Half-step slide up to the note.

SLAP BRASS DM# 2807
163 Blocks WIND + BRASS • BRASS SECTN

A big brass section sound in a memory-conservative package.

PATCH SELECTS:
OO Stereo.
OX Softer, panned left.
XO OO, with auto-panning.
XX Mono mode variation.

UNISON HORNS DM# 2808
1798 Blocks WIND + BRASS • BRASS SECTN

A multisampled instrument featuring the most characteristic sounds of the world renowned horn section of the Miami Sound Machine.

PATCH SELECTS:
OO Straight-ahead brass.
OX Triple tonguing.
XO Fall-offs.
XX "Doight" aka "squeeze."

VEGASBRASS 1 DM# 2809
192 Blocks WIND + BRASS • BRASS SECTN

A soul horn section with unison horns in the upper half of the keyboard, and fall-offs in the lower half.

PATCH SELECTS:
OO VEGASBRASS 1.
OX Without fall-offs.
XO Reversed.
XX Stereo fifths.

FRENCH HORN DM# 2901
91 Blocks WIND + BRASS • OTHER BRASS

The muted tone of the solo French horn. This sound begins at F4 and is designed to be used with "ORCH BRASS," #2804.

PATCH SELECTS:
OO Single layer.
OX Chorused.
XO Stereo.
XX Octaves.

AMBIENT KIT DM# 3101
1555 Blocks PERCUSSION • DRUMKITS LRG

From the John Robinson Signature Series. This instrument shows off mixing variations of John's drums.

PATCH SELECTS:
OO Processed kick and snare.
OX Ballad kit.
XO Top 40 kit.
XX "Simply Irresistible" kit.

AMBIENT KIT2 DM# 3102
1546 Blocks PERCUSSION • DRUMKITS LRG

This is the kit for those situations where the drums need to convey more than just the beat, they need to convey attitude. From the John Robinson Signature Series.

PATCH SELECTS:
OO Default keyboard map.
OX Enhanced dynamics.
XO Reverse.
XX Same as OO.

CHOICE DRUMS DM# 3103
1498 Blocks PERCUSSION • DRUMKITS LRG

CHOICE DRUMS is the combination of sounds culled from recording sessions with John Robinson, Ross Garfield, and Mark Converse.

PATCH SELECTS:
OO CHOICE DRUMS.
OX Reversed.
XO Same as 00.
XX Same as 0X.

CONTEMP KIT1 DM# 3104
1389 Blocks PERCUSSION • DRUMKITS LRG

A pure, natural drumkit sound created by Ross Garfield (the Drum Doctor) and John Greenland. Includes 22" kick, piccolo snare, and both Roto and conventional toms.

PATCH SELECTS:
OO Mod wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Alternate panning.

CONTEMP KIT2 DM# 3105
1437 Blocks PERCUSSION • DRUMKITS LRG

An exceptional rock kit with a superb set of toms. Created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Single layer with wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Same as OO.

CONTEMP KIT3 DM# 3106
1236 Blocks PERCUSSION • DRUMKITS LRG

A rock kit with a live feel created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Same as OO.

CONTEMP KIT4 DM# 3107
1154 Blocks PERCUSSION • DRUMKITS LRG

A slammin' set of drums with attitude and spunk, created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Same as OO.

CONTEMP KIT5 DM# 3108
945 Blocks PERCUSSION • DRUMKITS LRG

Classic gated kick and snare sounds, along with thundering toms from the world's first beatbox superstar - recreated by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Same as OO.

CONTEMP KIT6 DM#3109
1253 Blocks PERCUSSION •DRUMKITS LRG

A solid drum kit well suited for Top 40 music, created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controlled pitch.
OX Velocity-controlled layer for accents.
XO Greater number of velocity levels.
XX Same as OO.

DINOSAURDRUM DM#3110
1017 Blocks PERCUSSION •DRUMKITS LRG

This collection of drum sounds preserves several of the "classic" sounds used before sampled drums became the dominant species. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Plays all layers for biggest sound.
OX Single layer.
XO Beefier version of OX.
XX Additional synthesized sounds.

DRUM KIT 1 DM#3111
1000 Blocks PERCUSSION •DRUMKITS LRG

Acoustic drum kit including kick, snare, hi-hat, ride, splash, toms, claves, and cowbell.

PATCH SELECTS:
OO Kick on key-up, hi-hat close on key-up.
OX Reverb layer added to C2-E2 kick.
XO A drier, most acoustic variation.
XX OO with the reverb layer added to kick.

DRUM KIT 2 DM#3112
857 Blocks PERCUSSION •DRUMKITS LRG

A very flexible, natural sounding drumkit featuring multiple kicks, snares and percussion sounds.

PATCH SELECTS:
OO Key-up/down double kick, etc.
OX Snare with vel-filtering, revs. tamb, etc.
XO Velocity controls pitch of crash cymbals.
XX Stereo.

DRUMS AZ DM#3113
676 Blocks PERCUSSION •DRUMKITS LRG

A hard-edged, gated kit including cyber cymbals, kick, gated snare, industrial hi-hat, techno-slam, and medium. From the Aaron Zigman collection.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Reverse.
XX Random panning.

DRUMS-NRP DM#3114
1406 Blocks PERCUSSION •DRUMKITS LRG

A contemporary mix of drums by the "master of the beat." From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO Mod wheel controls tuning.
OX Reverse.
XO Timed echoes.
XX Same as OO.

ELEC KIT 1 DM#3115
1126 Blocks PERCUSSION •DRUMKITS LRG

A hip-hop funhouse by way of a metallic-sounding kit with edge, created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Velocity controls accents.
XO Greater number of velocity levels.
XX Same as OO.

ELEC KIT 2 DM#3116
887 Blocks PERCUSSION •DRUMKITS LRG

Squealing kicks, whiplash snares, and aerosol cymbals take this kit, created by Ross Garfield (the Drum Doctor) and John Greenland, well into the future.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Velocity controls accents.
XO Greater number of velocity levels.
XX Same as OO.

ERGO DRUMS DM#3117
869 Blocks PERCUSSION •DRUMKITS LRG

A heavy hitting drum kit with a full complement of percussion accents.

PATCH SELECTS:
OO Single layer.
OX Two layers for more gain.
XO Reversed on key-down.
XX Special envelope, pitch and delay effects.

JAM KIT DM#3118
1501 Blocks PERCUSSION •DRUMKITS LRG

From the John Robinson collection. A pattern played by John is separated into components, and mapped to the keyboard chromatically.

PATCH SELECTS:
OO JAM KIT.
OX Reverse with key-up retrigger.
XO Various tom-tom effects.
XX Crash cymbal.

JAM KIT 2 DM#3119
1535 Blocks PERCUSSION •DRUMKITS LRG

Take hip-hop into the 90's with high-cracking snares, straight-off-the-court basketball kicks, and street corner finger-poppin'. From the John Robinson Signature Series.

PATCH SELECTS:
OO Default keyboard map.
OX Enhanced dynamics.
XO Reverse.
XX Same as OO.

JAZZ DRUMS DM#3120
851 Blocks PERCUSSION •DRUMKITS LRG

This kit has all the flavors of the classic "trap set" with the added precision of a sampled instrument.

PATCH SELECTS:
OO JAZZ DRUMS
OX Same as OO.
XO Same as OO.
XX Same as OO.

POWER DRUMS DM#3121
1010 Blocks PERCUSSION •DRUMKITS LRG

A contemporary drumkit including kick, snare, sidestick, hi-hat, toms, cabasa, and cymbals. From the original EPS In Box Series.

PATCH SELECTS:
OO Dry version.
OX Simulated reverb and delay.
XO Adds rounded pitch slide.
XX Reverse with key-up retrigger.

ROCK DRUMS DM#3122
793 Blocks PERCUSSION •DRUMKITS LRG

ROCK DRUMS is a powerful drum kit featuring a deep Ludwig™ snare and custom made Yamaha™ power toms.

PATCH SELECTS:
OO G#2 - A2: Sloshy rock hi-hat.
OX Reversed, excluding cymbals.
XO Simulated slap echo.
XX Gated effect.

ROCK KIT 1 DM#3123
1383 Blocks PERCUSSION •DRUMKITS LRG

Four unique drum kits via the patch selects, featuring some of studio drummer John Robinson's favorite sounds.

PATCH SELECTS:
OO Piccolo snare and 22" kick, etc.
OX 8X14" snare and 24" kick, etc.
XO Alternate miking and EQ'ing.
XX More ambient character.

ROCK KIT 2 DM#3124
1576 Blocks PERCUSSION •DRUMKITS LRG

From the John Robinson Signature Series. ROCK KIT 2 captures the tight, powerful sound that has made J.R. the premier session drummer on today's studio scene.

PATCH SELECTS:
OO Default keyboard map.
OX Enhanced dynamics.
XO Reverse.
XX Same as OO.

AIR KIT 1 DM# 3201
622 Blocks PERCUSSION • DRUMKITS SML

A rollicking drum kit with plenty of aggression.

PATCH SELECTS:
OO Single layer with reverb.
OX Dry version.
XO Spacious reverb.
XX Key-up re-triggers notes.

AMBIENT DRUMS DM# 3202
507 Blocks PERCUSSION • DRUMKITS SML

The contemporary sound of a bone-crunching drum kit enhanced by studio-designed digital effects. Includes kick, two snares, toms, hi-hats, claps, and cymbals.

PATCH SELECTS:
OO Single layer.
OX Reverse with key-up retrigger.
XO Reverse.
XX Velocity-controlled filter cutoff.

CG DRUMS DM# 3203
538 Blocks PERCUSSION • DRUMKITS SML

A deadly efficient contemporary drum set including a large kick, driving snare, and swish hi-hat. From the Claude Gaudette collection.

PATCH SELECTS:
OO C2-B3: Kick; C3-B4: Snare; C5-C7: hi-hat.
OX Single layer kick.
XO Reverse.
XX Full amplitude kick and snare.

DEMO KIT DM# 3204
531 Blocks PERCUSSION • DRUMKITS SML

A smaller version of CHOICE DRUMS, a collection of sounds culled from recording sessions with John Robinson, Ross Garfield, and Mark Converse.

PATCH SELECTS:
OO DEMO KIT.
OX N/A.
XO N/A.
XX N/A.

DRUM DM# 3205
229 Blocks PERCUSSION • DRUMKITS SML

A tight, contemporary drumkit sound.

PATCH SELECTS:
OO DRUM in a dry setting.
OX Adds an ambient layer.
XO Key Down provides reversed effect.
XX Velocity controls filter cutoff.

HIT KIT DM# 3206
440 Blocks PERCUSSION • DRUMKITS SML

A hard hitting collection of drum sounds featuring a very "beefy" kick, ambient snare, rimshot and cymbal sounds, and tuned woodblocks.

PATCH SELECTS:
OO Stereo w/natural ambience, processing.
OX Reverse sounds on key-down.
XO Sounds are doubled for increased gain.
XX User-controllable repeat ramp.

JAM DRUMS DM# 3207
197 Blocks PERCUSSION • DRUMKITS SML

A rude and powerful bare-bones drum kit featuring kick, snare, hi-hat, and toms.

PATCH SELECTS:
OO Auto-pans right when key is released.
OX Stereo.
XO Simultaneous forward/backward layers.
XX Key-up retriggers drums in right channel.

KICK + SNARE1 DM# 3208
118 Blocks PERCUSSION • DRUMKITS SML

A rock-oriented kick and snare drum covering the low seven notes of the keyboard.

PATCH SELECTS:
OO KICK + SNARE.
OX N/A.
XO Same as OO.
XX Same as OO.

MINIDRUMS 1 DM# 3209
156 Blocks PERCUSSION • DRUMKITS SML

A memory efficient, slammin' drum kit straight from the streets of New York City. Great care was taken to ensure that these sounds would be clean and punchy.

PATCH SELECTS:
OO MINIDRUMS 1.
OX Reverse on key-down, normal on key-up.
XO Doubled and detuned.
XX Pitch fall-off on some samples.

MINIDRUMS 2 DM# 3210
146 Blocks PERCUSSION • DRUMKITS SML

This clean drum kit has been heard on some of Nile Rodgers' productions. Its precise fidelity and clarity make it a first choice for studio use.

PATCH SELECTS:
OO MINIDRUMS 2.
OX Alternate tuning with subtle auto-bending.
XO Reversed.
XX Simulated digital delay.

NASTY DRUMS DM# 3211
273 Blocks PERCUSSION • DRUMKITS SML

Two of the toughest kicks, three blazing snares, and a hi-hat make up this "less is more" dance drum kit.

PATCH SELECTS:
OO Mod wheel controls flanging.
OX Adds a high-tech reverb.
XO Pitched version.
XX Reverse sound on key-down.

SHORT KIT 1 DM# 3212
301 Blocks PERCUSSION • DRUMKITS SML

A memory conservative drum kit created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SHORT KIT 2 DM# 3213
330 Blocks PERCUSSION • DRUMKITS SML

A memory conservative drum kit created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SHORT KIT 3 DM# 3214
352 Blocks PERCUSSION • DRUMKITS SML

A memory conservative drum kit created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SHORT KIT 4 DM# 3215
360 Blocks PERCUSSION • DRUMKITS SML

A memory conservative drum kit created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SHORT KIT 5 DM# 3216
246 Blocks PERCUSSION • DRUMKITS SML

A memory conservative drum kit created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SM DROOMED DM# 3217
374 Blocks PERCUSSION • DRUMKITS SML

This memory efficient drumset includes explosions, mortar, gunfire, and sonic booms - just your basic eve-of-destruction percussion.

PATCH SELECTS:
OO Mod wheel lowers pitch.
OX Reverse on key-down, normal on key-up.
XO Same as OO.
XX Same as OO.

SNARE ROLL DM# 3218
137 Blocks PERCUSSION • DRUMKITS SML

A snare roll, Poly-Key controls volume increase.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX Gradual decay.

WILD DRUMS DM# 3219
357 Blocks PERCUSSION • DRUMKITS SML

Both acoustic and electronic drums are used to make up this uninhibited, slightly rude kit.

PATCH SELECTS:
OO Acoustic sounds.
OX Reversed.
XO Electronic drums.
XX Doubled.

ORCH PERC DM# 3301
506 Blocks PERCUSSION • ORCH PERCUSS

Orchestra percussion consisting of woodblocks, ratchet, timpani, and gongs.

PATCH SELECTS:
OO Single layer.
OX Key-up mutes notes.
XO Stereo with chorusing.
XX Repeat ramp.

TIMPS+PIATTI DM# 3302
582 Blocks PERCUSSION • ORCH PERCUSS

A majestic representation of the orchestra's "groove" section: Timpani, Concert Bass Drum, and Piatti cymbals (the big loud kind). The mod wheel is the tuning pedal for the timpani.

PATCH SELECTS:
OO TIMPS+PIATTI.
OX Key-up rolls.
XO Adds reverb.
XX Key-up rolls, hall ambience.

TYMP + GONGS DM# 3303
497 Blocks PERCUSSION • ORCH PERCUSS

A unique instrument created by placing a small gong on the head of a kettledrum and experimenting with tunings and articulations.

PATCH SELECTS:
OO TYMP + GONGS.
OX Metallic version.
XO Descending pitch.
XX OX and XO with wide stereo image.

DEMO PERCS DM# 3401
398 Blocks PERCUSSION • LATIN PERCUS

A combination of sounds taken from the TR-808™ (#3717) and PERCUSSION (#3407) instruments to provide you with a memory-efficient selection of percussion sounds.

PATCH SELECTS:
OO DEMO PERCS.
OX N/A.
XO N/A.
XX N/A.

EL GATO DRUM DM# 3402
456 Blocks PERCUSSION • LATIN PERCUS

Also known as the slit drum - from Raphael Padilla of the Miami Sound Machine.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX Random panning.
XO Samples assigned to the white keys only.
XX Pitched across the keyboard.

HIGH BONGOS DM# 3403
487 Blocks PERCUSSION • LATIN PERCUS

High-pitched bongos played in a variety of settings. Created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Reversed.
XO Doubled.
XX Same as OO.

LATIN PERC 1 DM# 3404
361 Blocks PERCUSSION • LATIN PERCUS

An assortment of Latin percussion sounds.

PATCH SELECTS:
OO Single layer.
OX Reverse with key-up retrigger.
XO Reverse.
XX Stereo.

LATIN PERC 2 DM# 3405
872 Blocks PERCUSSION • LATIN PERCUS

A collection of percussion sounds including congas, bongos, agogo bells, woodblocks, timbales, shakers, etc.

PATCH SELECTS:
OO Doubled, with velocity switching.
OX Layer one only.
XO Layer two only.
XX OO without velocity switching.

LOW BONGOS DM# 3406
346 Blocks PERCUSSION • LATIN PERCUS

Low-pitched bongos played in a variety of settings. Created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Reversed.
XO Doubled.
XX Same as OO.

PERCUSSION DM# 3407
1280 Blocks PERCUSSION • LATIN PERCUS

Sounds included: Egg Shaker, Planet Shaker, Cuban Shaker, Stoessel Tambourine, Clave, Piccolo Block, Abel Triangle, Lo and Hi Agogo, Castanet, Shekere, Cowbell, Congas, Tumbas, Timbale, and Mark Tree.

PATCH SELECTS:
OO PERCUSSION.
OX Key-up rolls.
XO Same as OO.
XX Same as OX.

SNAKE+CWBELS DM# 3408
737 Blocks PERCUSSION • LATIN PERCUS

As played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Split.
OX Single layer.
XO Random panning.
XX Pitched across the keyboard.

THE BONGO DM# 3409
696 Blocks PERCUSSION • LATIN PERCUS

THE BONGO in stereo, with ten different attacks. Played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Stereo.
OX Mono patch.
XO Pitched across the keyboard.
XX Samples assigned to the white keys only.

THE BOXES DM# 3410
192 Blocks PERCUSSION • LATIN PERCUS

A Thai box and seed box, played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Split.
OX Stereo.
XO Pitched across the keyboard.
XX Reverse.

THE CONGA DM#3411
1024 Blocks PERCUSSION •LATIN PERCUS

18 different attacks or articulations across the keyboard contribute to the impressive realism of THE CONGA. Played by Raphael Padilla of the Miami Sound Machine.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX THE CONGA from G5 to C3.
XO Stereo.
XX Key-up retrigger.

THE GUIRA DM#3412
106 Blocks PERCUSSION •LATIN PERCUS

THE GUIRA is played by running a comb-like object over a rough-edged metal cannister. From Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Soft and loud GUIRA.
OX Stereo.
XO Pitched across the keyboard.
XX Reverse.

THE GUIRO DM#3413
287 Blocks PERCUSSION •LATIN PERCUS

A slotted and serrated gourd, played by running a stick across its surface. From Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Various strokes divided into four zones.
OX Stereo.
XO Mod wheel controls pitch.
XX Reverse.

THE REPIKE DM#3414
620 Blocks PERCUSSION •LATIN PERCUS

A hot Brazilian drum with rolls and rimshots, played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO A quick roll in the lower half-octave.
OX Same as OO.
XO Same as OO.
XX Same as OO.

THE SHEKERE DM#3415
124 Blocks PERCUSSION •LATIN PERCUS

A gourd wrapped with beads that is rubbed or shaken, played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO C2-E4: Shaken; F4-C7: Rubbed.
OX Stereo.
XO Random panning.
XX Reverse.

THE TAMBOUR DM#3416
128 Blocks PERCUSSION •LATIN PERCUS

A small tambourine without the metal disks. Played by Raphael Padilla of the Miami Sound Machine.

PATCH SELECTS:
OO Three velocity cross-fade zones.
OX Layer one.
XO Layer two.
XX Layer three.

THE TIMBALE DM#3417
1209 Blocks PERCUSSION •LATIN PERCUS

The popular Latin percussion instrument. Ralph Padilla, percussionist for the Miami Sound Machine, played and supervised the sampling session.

PATCH SELECTS:
OO THE TIMBALE.
OX Reversed.
XO Same as OO.
XX Same as OO.

THE TOYS I DM#3418
632 Blocks PERCUSSION •LATIN PERCUS

An exotic Latin rhythm section, complete with podshakers, castanets, flexatone, vibra slap, wooblock, cowbells, and pandeiro, played by Raphael Padilla of the Miami Sound Machine.

PATCH SELECTS:
OO THE TOYS 1.
OX Pitched across the keyboard.
XO Stereo.
XX Reverse.

THE TOYS II DM#3419
546 Blocks PERCUSSION •LATIN PERCUS

An assortment of percussion oddities including a cricket-like sound, percussive scratch, and woodblock played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX Pitched across the keyboard.
XO Random panning.
XX Reverse.

THE TOYS III DM#3420
810 Blocks PERCUSSION •LATIN PERCUS

Shells, shake seeds, finger cymbals, metal 1&2, cabasa, agogo 1&2, slap, snake, shekere, several Japanese toys, and clave, from Raphael Padilla of the Miami Sound Machine.

PATCH SELECTS:
OO THE TOYS III.
OX Mod wheel controls tuning.
XO Stereo.
XX Reverse.

THE TUMBA DM#3421
780 Blocks PERCUSSION •LATIN PERCUS

15 different articulations of the big, fat, meaty conga as played by Raphael Padilla, percussionist with the Miami Sound Machine.

PATCH SELECTS:
OO Stereo.
OX Mono patch.
XO Pitched across the keyboard.
XX Samples are assigned to white keys only.

TIMBALES DM#3422
472 Blocks PERCUSSION •LATIN PERCUS

The popular Latin drum sound, created by Ross Garfield (the Drum Doctor) and John Greenland.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Reversed.
XO Doubled.
XX Alternate tunings.

AFRICANDRUMS DM#3501
356 Blocks PERCUSSION •AFR+WRLD PRC

From the Nile Rodgers Signature Series. Rodgers work on the film "Coming to America" (starring Eddie Murphy) was the inspiration for this sound.

PATCH SELECTS:
OO Special drum mapping via the pitch table.
OX Solos the slap of the fingers on the drums.
XO Ascending pitch bend added.
XX Higher pitched.

AFRIK DM#3502
266 Blocks PERCUSSION •AFR+WRLD PRC

Authentic ethnic percussion sounds created by Stu Nevitt, percussionist for the Grammy-nominated group Shadowfax. Included are congas, dundungo, bata, talking drums, etc.

PATCH SELECTS:
OO Congas, dundungo, bata, talking drums.
OX Alternate tuning.
XO Metal & brass rattles, gangkogui, Caxixi.
XX OO, OX and XO combined.

CHIMES DM#3503
1017 Blocks PERCUSSION •AFR+WRLD PRC

Orchestral bells, also known as tubular bells.

PATCH SELECTS:
OO Resonant sustain.
OX Octave hit on key-up.
XO Panning.
XX Humorous variation.

DEVIL BUSHMN DM#3504
63 Blocks PERCUSSION •AFR+WRLD PRC

Featured here are Devil Chaser, a hollow bamboo tube that is slapped, and the African Bushman dance rattle, hollow pods tied to the ankles and wrists, and used in dances.

PATCH SELECTS:
OO Devil Chaser and Bushman dance rattle.
OX Detuned.
XO Muted Devil Chaser.
XX XO with auto pan and dance rattle.

INDIAN DRUMS DM# 3505
521 Blocks PERCUSSION •AFR•WRLD PRC

From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO Velocity mixing of muted and open tones.
OX OO with an ascending pitch bend.
XO Descending pitch bend.
XX Re-triggering on key-up.

KALIMBA 1 DM# 3506
104 Blocks PERCUSSION •AFR•WRLD PRC

A recreation of the African kalimba, sometimes called a "thumb piano."

PATCH SELECTS:
OO KALIMBA 1.
OX Quick decay.
XO Brighter version.
XX Same as OO.

KALIMBA 2 DM# 3507
107 Blocks PERCUSSION •AFR•WRLD PRC

An authentic recreation of the African kalimba, sometimes called a "thumb piano."

PATCH SELECTS:
OO Stereo.
OX A lengthened decay with tremolo.
XO Stereo with lengthened decay.
XX Same as OO.

LOBI BALAFON DM# 3508
124 Blocks PERCUSSION •AFR•WRLD PRC

This African instrument bears a resemblance to the marimba. A gourd acts as a resonator, and spider egg membranes drape across the lower notes, buzzing from the vibrations.

PATCH SELECTS:
OO Stereo.
OX Raised one octave.
XO Detuned balafon.
XX Louder, with longer release time.

LOG DRUMS DM# 3509
431 Blocks PERCUSSION •AFR•WRLD PRC

The LOG DRUM is a tribal instrument about three and a half feet long and 12 inches in diameter, made out of a hollow log.

PATCH SELECTS:
OO Velocity adds layer a sixth up.
OX Woody variation.
XO Velocity adds layer an octave up.
XX Tribal wood block.

MAROCCO DM# 3510
429 Blocks PERCUSSION •AFR•WRLD PRC

Authentic ethnic percussion sounds created by Stu Nevitt, percussionist for the Grammy-nominated group Shadowfax. Included are clay drums, bendir, fra fra bell, and balombata.

PATCH SELECTS:
OO Bendir, low & high clay drums, fra fra bell.
OX Alternate tunings and envelopes.
XO Muted clay drum slap and Balombota.
XX Combines OO and XO.

MIXEDUP PRC DM# 3511
297 Blocks PERCUSSION •AFR•WRLD PRC

A jumble of percussion sounds from India, Africa, and Synthwanisbadd (all right, synthesizers).

PATCH SELECTS:
OO Two layers with velocity-controlled mixing.
OX Octave shift.
XO Alternate tuning.
XX Alternate tuning and layering.

SANZA DM# 3512
243 Blocks PERCUSSION •AFR•WRLD PRC

A metal bodied thumb piano, similar to the Kalimba but more metallic, with a rattle that can be produced by slipping a metal sleeve over the tines.

PATCH SELECTS:
OO Clean version.
OX Rattle version.
XO One octave lower.
XX Rattle layer with octave clean layer.

SATTAN DM# 3513
96 Blocks PERCUSSION •AFR•WRLD PRC

An African percussion instrument consisting of a large ceramic pot with a hole in the top. Striking the hole produces a "pop", striking the sides produces a more hollow sound.

PATCH SELECTS:
OO Pop sound.
OX Velocity controls pop and slapped sounds.
XO Stereo slap.
XX Pop and slap combined.

SLIT DRUM DM# 3514
229 Blocks PERCUSSION •AFR•WRLD PRC

This sound begins at F4 and is designed to be used with "WIND GONG," #8507.

PATCH SELECTS:
OO Single layer.
OX One octave above OO.
XO One octave below OO.
XX Quick decay.

STEEL DRUM DM# 3515
950 Blocks PERCUSSION •AFR•WRLD PRC

STEEL DRUM will take you to de islands and back, Mon.

PATCH SELECTS:
OO STEEL DRUM.
OX Brighter, harder attack.
XO Sticking effects.
XX Some velocity fun.

TABLA DM# 3516
256 Blocks PERCUSSION •AFR•WRLD PRC

This sound is designed to be used in combination with the "TAMBOURA," #1903, and the "SITAR," #1902, to conjure up a realistic Indian soundscape.

PATCH SELECTS:
OO Single layer.
OX Key-up retriggers sound.
XO Reverse.
XX One drum pitched across the keyboard.

TALKING DRUM DM# 3517
658 Blocks PERCUSSION •AFR•WRLD PRC

Also known as the Dondo, this West African drum's vibrant tone is created by stretching its goat-skin head while it is beaten.

PATCH SELECTS:
OO Six different articulations.
OX Typical motif.
XO Octave up.
XX Added layer.

TAMBOURINES DM# 3518
307 Blocks PERCUSSION •AFR•WRLD PRC

The tambourines of Africa, Jordan, and Morocco. These instruments all have heads, giving them a pitched, drum-like quality.

PATCH SELECTS:
OO 14" African, 8" and 6" Jordan, 6" Morocco.
OX Alternate tuning and slaps.
XO OO and OX combined.
XX Doubled.

BAKING*TIN DM# 3601
164 Blocks PERCUSSION •HOUSEHOLD PC

New uses for kitchen utensils.

PATCH SELECTS:
OO Velocity-switching of layers.
OX Two layers, one with inverted pitch.
XO Key-down produces reverse layer.
XX Single layer with wobbly loop.

FINGERSNAPS DM# 3602
30 Blocks PERCUSSION •HOUSEHOLD PC

The quintessential sound for doo-wop rhythm tracks, FINGERSNAPS appears on the keyboard's low C only.

PATCH SELECTS:
OO FINGERSNAPS.
OX Same as OO.
XO Same as OO.
XX Same as OO.

SNAP 1 DM#3603
44 Blocks PERCUSSION •HOUSEHOLD PC

This crisp, percussive sound is from the 27th Dimension Holophonics™ Sound library.

PATCH SELECTS:
OO Two layer sound.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

SNAP 2 DM#3604
61 Blocks PERCUSSION •HOUSEHOLD PC

A percussive sound from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO SNAP 2.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

SNAPS DM#3605
105 Blocks PERCUSSION •HOUSEHOLD PC

The finger-pop, dusted with digital reverb to create the ultimate Saturday night street corner sound.

PATCH SELECTS:
OO SNAPS with reverb.
OX Looped.
XO Same as OO.
XX Same as OO.

SODACAN PERC DM#3606
216 Blocks PERCUSSION •HOUSEHOLD PC

This sound was created by sampling different areas of a soda can and then programming the sounds to be useful. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO "Cool" stereo metallic sound.
OX From the side of the can.
XO Side of half-full can.
XX Can opening.

BRICKS DM#3701
54 Blocks PERCUSSION •SYNTHETIC

A unique tuned percussion instrument from the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel controls slight detuning.
OX Reverse.
XO Velocity controls pitch.
XX Simulated digital delay.

CG BANGZ DM#3702
145 Blocks PERCUSSION •SYNTHETIC

Metallic and nasty industrial high-tech sound. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Split sound. Poly-Key lowers the pitch.
OX Pitch envelope.
XO Reverse.
XX Random panning.

DEEP TOM DM#3703
139 Blocks PERCUSSION •SYNTHETIC

This is a synthesized drum patch. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Detuned toms and an octave lower tom.
OX OO without the octave lower tom.
XO Upward pitch shift.
XX Bi-directional pitch shift.

DIGABLA DM#3704
117 Blocks PERCUSSION •SYNTHETIC

A synthesized tabla sound from the David Hentschel Signature Series.

PATCH SELECTS:
OO Light percussive sound.
OX Sustained. Breathy attack an octave up.
XO Ascending pitch sweep.
XX Simulated digital delay.

ELEC DRUMS DM#3705
500 Blocks PERCUSSION •SYNTHETIC

The futuristic sound of the electronic drum kit that became popular in the 1980's, including kick, snares, sidestick, toms, hi-hats, cowbell, shaker, tambourine, and cymbals.

PATCH SELECTS:
OO Single layer.
OX Reverse.
XO Chorused.
XX Key-down reverse with retrigger.

ETHNIC WOOD DM#3706
47 Blocks PERCUSSION •SYNTHETIC

This percussive instrument has a log drum sort of sound that is well suited for rhythmic lines. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Both channels (stereo).
OX Right channel only.
XO Left channel only.
XX Same as OO.

ISLAND DM#3707
89 Blocks PERCUSSION •SYNTHETIC

A hybrid sound with a very small block count that combines elements of steel drums and flutes.

PATCH SELECTS:
OO Chorused.
OX Rising major-chord arpeggios.
XO OX featuring minor chords.
XX OO without the flute component.

KAAAAHS DM#3708
195 Blocks PERCUSSION •SYNTHETIC

A unique percussive effect that combines the sound of a spray can with a stack of breaking glass. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Stereo.
OX Pans left to right.
XO Pans right to left.
XX Reverse.

METAL BLOCK DM#3709
199 Blocks PERCUSSION •SYNTHETIC

This bright, metallic percussion instrument works by itself, or as a layer with other sounds. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO METAL BLOCK.
OX Additional harmonic element.
XO White noise layer added to OO.
XX Key-down reverse, white noise on key-up.

MUTE PATROL DM#3710
136 Blocks PERCUSSION •SYNTHETIC

In the lower range, a synth-dance bass. In the mid to upper ranges, muted attacks. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel controls the filter cutoff.
OX Layers 3 &4 of MUTE PATROL.
XO Great for bass lines.
XX Same as OO, but tuned in fifths.

NUKED BANG DM#3711
82 Blocks PERCUSSION •SYNTHETIC

A layer of three different synthesizers. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Velocity controls crossfade of "hits".
OX Random panning and velocity-pitch mod.
XO Key-up retrigger.
XX Electronic drum feel.

PIPE BELL DM#3712
231 Blocks PERCUSSION •SYNTHETIC

An example of a sample-based sound that has been fused with a digital synthesizer. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Tuned in octaves.
XO Velocity controls pitch.
XX Key-up retrigger.

RAP DRUMS DM# 3713
597 Blocks PERCUSSION •SYNTHETIC

The cheesy drum machine sound that has become a rap and R&B classic.

PATCH SELECTS:
OO RAP DRUMS.
OX Stereo, in fifths.
XO Reversed.
XX Key-up retriggers notes.

SPIKE BIKE DM# 3714
455 Blocks PERCUSSION •SYNTHETIC

An excellent pitched percussion sound that can be used in multiple contexts. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Velocity crossfade.
OX Adds a layer of non-linear reverb.
XO Reverse with key-up retrigger.
XX Tuned in octaves.

SYNTHDRUMZ DM# 3715
415 Blocks PERCUSSION •SYNTHETIC

Moaning cymbals, exploding toms, buzzing spring noises, and more combine to provide a wild and crazy drum kit.

PATCH SELECTS:
OO Mod wheel drops pitch.
OX Panned left.
XO Panned right.
XX Same as OO.

TAB DRUM DM# 3716
165 Blocks PERCUSSION •SYNTHETIC

A tabla-like drum from the David Hentschel Signature Series. This sound was used on the Yellow Jackets album Four Corners, and later on Politics, which earned a Grammy.

PATCH SELECTS:
OO TAB DRUM tuned across the keyboard.
OX Reversed.
XO Wider tuning.
XX Random panning.

TR-808* DM# 3717
844 Blocks PERCUSSION •SYNTHETIC

The TR-808 is probably the most requested drum sound for R&B, Soul, and Urban Contemporary music. Since it's no longer made, though, it's hard to obtain this sound. At least until now.

PATCH SELECTS:
OO Dry TR-808. Mod wheel adds reverb.
OX Selected Drums have reverb.
XO Same as OO.
XX Same as OX.

WOODY HIT DM# 3718
55 Blocks PERCUSSION •SYNTHETIC

A great new log drum sound from the David Hentschel Signature Series.

PATCH SELECTS:
OO Stereo hit.
OX High-pass filtered.
XO Variation of OO.
XX Left-to-right rolling effect.

CLANK STUFF DM# 3801
1267 Blocks PERCUSSION •UNIQUE PERC

An outrageous, really big drum kit featuring kicks, snares, gongs, howling dogs, and water.

PATCH SELECTS:
OO CLANK STUFF.
OX Reverse layer on key-down.
XO Stereo phasing.
XX Key-up retriggering.

DEMO RAPISMS DM# 3802
191 Blocks PERCUSSION •UNIQUE PERC

A memory-efficient version of RAP TOOLS, sound # 3811.

PATCH SELECTS:
OO DEMO RAPISMS.
OX Same as OO.
XO N/A.
XX Same as OO.

DROOMED DM# 3803
911 Blocks PERCUSSION •UNIQUE PERC

This drumset includes explosions, mortar, gunfire, and sonic booms - just your basic eve-of-destruction percussion.

PATCH SELECTS:
OO Mod wheel lowers pitch.
OX Reverse on key-down, normal on key-up.
XO Same as OO.
XX Same as OO.

HYDROPHONE DM# 3804
1378 Blocks PERCUSSION •UNIQUE PERC

Also known as a waterphone, this is a large metal bowl/bottle filled with water. Metal rods that surround the exterior are bowed or struck to create its characteristic sound.

PATCH SELECTS:
OO Poly-Key controls filtering.
OX Strummed and bowed spikes/spindles.
XO Mod wheel controls pitch.
XX Custom pitch table.

INDUSTRIAL DM# 3805
354 Blocks PERCUSSION •UNIQUE PERC

In today's Rap and Hip Hop music, sample "loops" of rhythmic phrases are used to create rhythm tracks. From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO INDUSTRIAL.
OX Enhanced stereo image.
XO Reverse.
XX Pitch envelope.

NY SQUEAKS DM# 3806
461 Blocks PERCUSSION •UNIQUE PERC

Four "squeaky" percussive sounds from the streets of New York. From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO NY SQUEAKS.
OX Enhanced stereo image.
XO Reverse.
XX Intervals and various clang tones.

NY STREETS DM# 3807
646 Blocks PERCUSSION •UNIQUE PERC

Combines the sound of subway "tokens," "slammed," and a delivery truck. From the Nile Rodgers Signature Series.

PATCH SELECTS:
OO NY STREETS.
OX Enhanced stereo image.
XO Various wild looping techniques.
XX Key-up fun.

PERC-O-VOX DM# 3808
113 Blocks PERCUSSION •UNIQUE PERC

A percussive vocal from the Aaron Zigman Signature Series.

PATCH SELECTS:
OO Stereo.
OX Fifths panned hard left and right.
XO OX in octaves.
XX Reverse.

PLASTIC HOSE DM# 3809
269 Blocks PERCUSSION •UNIQUE PERC

The sound of a plastic hose being whirled about the head. This sound begins at G4, and is designed to be used with "PEDAL SNAP," #4502.

PATCH SELECTS:
OO Single layer.
OX Repeat ramp.
XO Stereo.
XX Quick decay.

RACK BELL DM# 3810
267 Blocks PERCUSSION •UNIQUE PERC

This percussion sound has a cacophonous attack and a dark, swirling sustain.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Unique repeat ramp.

RAP TOOLS DM# 3811
470 Blocks PERCUSSION •UNIQUE PERC

The inspiration for RAP TOOLS came from listening to albums by the masters of the Human Beat Box.

PATCH SELECTS:
OO RAP TOOLS.
OX Reversed.
XO High pass filtered.
XX The one large dude version.

BLASTS DM# 3901
315 Blocks PERCUSSION •HITS+BLASTS

An orchestra hit, from the Nile Rodgers Signature Series.

PATCH SELECTS:
OO Basic blast.
OX More orchestral, with flanging.
XO Monstrous blast.
XX Reversed blasts.

CARLS HIT DM# 3902
268 Blocks PERCUSSION •HITS+BLASTS

An orchestra hit featuring unison playing with an emphasis on the tympani. This sound ends at F4, and is designed to be used with "TIKOVSKY HIT," #3909.

PATCH SELECTS:
OO Single layer version.
OX Stereo.
XO Velocity controlled attack.
XX Short release.

HIP ORCH HIT DM# 3903
189 Blocks PERCUSSION •HITS+BLASTS

Many hits were auditioned for this instrument, but the one with the most attitude was Holst's "THE PLANETS," HIP ORCH HIT was a CD transfer in the Digital Domain.

PATCH SELECTS:
OO Split at F#4.
OX Reversed.
XO AM/Gramophone version.
XX OO without the flange.

IGORS HIT DM# 3904
224 Blocks PERCUSSION •HITS+BLASTS

A sharp orchestra hit that ends at F#4 for combining with "ORCH HIT 2," #3905.

PATCH SELECTS:
OO Single layer.
OX Stereo reverse.
XO Stereo with original attack.
XX Reverse on key-down, normal on key-up.

ORCH HIT 2 DM# 3905
234 Blocks PERCUSSION •HITS+BLASTS

A soft, expansive orchestra hit that begins at G4 for combining with "IGORS HIT," #3904.

PATCH SELECTS:
OO Single layer.
OX Stereo reverse.
XO Stereo with original attack.
XX Reverse on key-down, normal on key-up.

ORGAN HIT DM# 3906
258 Blocks PERCUSSION •HITS+BLASTS

A booming pipe organ playing full major chords. The sound ends at F#4 for combining with "MARK TREE-DN," #8408.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX Combines OX and XO.

SM COMBO HIT DM# 3907
257 Blocks PERCUSSION •HITS+BLASTS

Three orchestra hits from the classics are combined to form this forceful sound with a major tonality.

PATCH SELECTS:
OO Stereo.
OX Key-up and key-down layers are featured.
XO Chorused.
XX A single layer version.

STRAV HIT DM# 3908
360 Blocks PERCUSSION •HITS+BLASTS

An ominous orchestra hit based on a minor ninth chord.

PATCH SELECTS:
OO STRAV HIT in two octaves.
OX Lower octave only.
XO Upper octave only.
XX Same as OO.

TIKOVSKY HIT DM# 3909
235 Blocks PERCUSSION •HITS+BLASTS

An orchestra hit with an ominous minor tone. This sound begins at G4, and is designed to be used with "CARLS HIT," #3902.

PATCH SELECTS:
OO Single layer.
OX Long decay.
XO Stereo.
XX Quick decay.

BOSENDORFER* DM# 4101
2011 Blocks PIANO+ORGAN •ACOUSTIC PNO

Bosendorfer pianos have been the top choice of studio musicians for years, earning critical acclaim for their precise attack and consistent sustain characteristics. This particular piano is a custom made 7'4" concert grand.

PATCH SELECTS:
OO BOSENDORFER.
OX Same as OO.
XO Same as OO.
XX Same as OO.

DAZZLE 449 DM# 4102
452 Blocks PIANO+ORGAN •ACOUSTIC PNO

A memory-conservative processed stereo version of DAZZLE PIANO - an assertive, metallic digital synth sound.

PATCH SELECTS:
OO Stereo.
OX Auto-panning.
XO Stereo glissando, from above and below.
XX Double delay effect.

DAZZLE PIANO DM# 4103
1040 Blocks PIANO+ORGAN •ACOUSTIC PNO

An assertive, metallic digital synth sound. Mod wheel controls vibrato.

PATCH SELECTS:
OO Stereo.
OX Auto-panning.
XO Stereo glissando, from above and below.
XX Double delay effect.

GRAND 76 DM# 4104
1412 Blocks PIANO+ORGAN •ACOUSTIC PNO

This concert piano sound's range is extended to 76 keys for use with external controllers.

PATCH SELECTS:
OO Stereo.
OX One octave higher.
XO Detuned for a chorus effect.
XX Octaves.

GRAND 88 DM# 4105
1825 Blocks PIANO+ORGAN •ACOUSTIC PNO

The pristine sound of a nine foot grand piano accurately captured. Samples cover an 88 note range, allowing it to be used with external controllers.

PATCH SELECTS:
OO Stereo image.
OX One octave up.
XO Chorused.
XX Octaves.

GRAND PIANO DM# 4106
951 Blocks PIANO+ORGAN •ACOUSTIC PNO

This is a recreation of the classic nine foot concert grand piano. From the original EPS In Box Series.

PATCH SELECTS:
OO GRAND PIANO.
OX Simulated reverb.
XO Chorused.
XX Combines OX and XO.

PIANO + 1 DM# 4107
501 Blocks PIANO+ORGAN+ACOUSTIC PNO

A bright, memory conservative rock piano tuned an octave above concert pitch.

PATCH SELECTS:
- OO Stereo.
- OX Stereo, with wider image.
- XO Mellow version.
- XX Soft attack.

PIANO 241 DM# 4108
241 Blocks PIANO+ORGAN+ACOUSTIC PNO

The most amazing feature of this instrument, aside from its sound, is its size. PIANO 241 can used in numerous applications, but shines when a cutting sound is needed.

PATCH SELECTS:
- OO PIANO 241.
- OX One octave lower.
- XO One octave higher.
- XX Chorused Honky-Tonk piano.

ROCK PIANO 1 DM# 4109
631 Blocks PIANO+ORGAN+ACOUSTIC PNO

A bright, crisp rock and roll piano.

PATCH SELECTS:
- OO Stereo.
- OX Honky-tonk version.
- XO Broad stereo image.
- XX Tremolo.

STEINWAY* 1 DM# 4110
1971 Blocks PIANO+ORGAN+ACOUSTIC PNO

A 9' Steinway concert D grand piano, chosen for its warm tone and woody sound. This is the sound of the classic grand piano.

PATCH SELECTS:
- OO STEINWAY 1.
- OX Adds more reverb.
- XO An octave lower.
- XX Adds an octave to OX.

CG ELEC-PNO DM# 4201
683 Blocks PIANO+ORGAN+ELEC PIANO

This electric piano captures the glistening quality of the best digital pianos. From the Claude Gaudette Signature Series.

PATCH SELECTS:
- OO Mod wheel controls brightness.
- OX Tuned in octaves.
- XO Long attack and decay.
- XX Tuned in fifths.

CLAVIPIANO DM# 4202
190 Blocks PIANO+ORGAN+ELEC PIANO

This super electric piano was created by stacking together custom patches from a DX-7™, DX-7II™, D-50™, MKS-20™, and Super JX™. From the David Hentschel Signature Series.

PATCH SELECTS:
- OO Velocity crossfades between four layers.
- OX Two oscillator version.
- XO Rhodes sound in octaves.
- XX OX with Rhodes layer.

DGTL PIANO DM# 4203
493 Blocks PIANO+ORGAN+ELEC PIANO

A metallic sounding digital piano with a sharp edge, and an acoustic guitar-like quality in the lower registers.

PATCH SELECTS:
- OO Single layer.
- OX Stereo, with a swelling attack.
- XO Stereo, with original attack.
- XX Stereo with quick decay.

DIAN PIANO DM# 4204
383 Blocks PIANO+ORGAN+ELEC PIANO

A combination of analog and digital pianos create this shimmering "L.A." sound.

PATCH SELECTS:
- OO Stereo with mod wheel-detuning.
- OX Octaves with wide stereo image.
- XO Reversed sound on key-down.
- XX Stereo synth pad with a soft attack.

DIG E-PIANO1 DM# 4205
299 Blocks PIANO+ORGAN+ELEC PIANO

A chiming recreation of the digital synth electric piano.

PATCH SELECTS:
- OO High velocity adds more bite to the attack.
- OX Velocity adds "bite."
- XO Chorused.
- XX Mellow tines. Velocity controls resonance.

DIGITAL KEYS DM# 4206
741 Blocks PIANO+ORGAN+ELEC PIANO

This sound combines the full digital keyboard sound with a sharp tine attack. A TX-816™ module was used for the initial FM tine component with an RD-300S™ added to round out the mid-ranged frequencies

PATCH SELECTS:
- OO DIGITAL KEYS.
- OX Simulated stereo chorus.
- XO Bright variation.
- XX Mellow variation.

ELEC PIANO 1 DM# 4207
184 Blocks PIANO+ORGAN+ELEC PIANO

Several of the quintessential electric piano sounds of the rock era - the classic tine piano electric and digital synth electric piano presented both solo and in combination.

PATCH SELECTS:
- OO Classic tine electric piano.
- OX Digital synth electric piano.
- XO Mellow tines in octaves.
- XX Combination of tine and digital pianos.

ELEC PIANO 2 DM# 4208
170 Blocks PIANO+ORGAN+ELEC PIANO

A bright digital electric-piano sound with lots of "tine" and a small block count.

PATCH SELECTS:
- OO Chorused.
- OX Two layers for extra gain.
- XO OX with a very short release time.
- XX Four layers, chorused.

ELEC PIANO 3 DM# 4209
27 Blocks PIANO+ORGAN+ELEC PIANO

Electric Piano recreates the sound of the all-electronic pianos of the early 70's. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Stereo chorusing.
- OX Layer 1 only.
- XO Layer 2 only.
- XX Same as OO.

ELEC PIANO 4 DM# 4210
267 Blocks PIANO+ORGAN+ELEC PIANO

The rich, mellow sound of the classic electro-mechanical tine piano.

PATCH SELECTS:
- OO ELEC PIANO 4.
- OX Soft attack.
- XO Stereo version of OO.
- XX Repeat ramp envelope.

HARPSITINE DM# 4211
338 Blocks PIANO+ORGAN+ELEC PIANO

Harpsitine combines two layers of hard sync sounds from the OB-8™, one tuned an octave lower than the other, to create a very useful pop/rock keyboard sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Tuned in octaves.
- OX Upper octave only.
- XO Lower octave only.
- XX Same as OO.

HEAVENTINE DM# 4212
34 Blocks PIANO+ORGAN+ELEC PIANO

A cross between a tine and organ sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Three octaves.
- OX Octaves.
- XO Low octaves.
- XX Chorused.

PIANO DM# 4213
133 Blocks PIANO+ORGAN+ELEC PIANO

This instrument is very useful when sketching out piano parts if you don't want to use a lot of memory—and the upper octaves can sound very realistic. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo chorusing.
OX Layer 1 only.
XO Layer 2 only.
XX Same as OO.

SYNTHPIANO DM# 4214
10 Blocks PIANO+ORGAN+ELEC PIANO

This 10 block sound is built entirely from waveforms generated in the EPS. It features a high "plink" attack and a buzzy resonance.

PATCH SELECTS:
OO Stereo with auto-panning.
OX Panned left, without "plink" attack.
XO OX, but panned right.
XX Stereo, without attack.

TAK PIANO DM# 4215
53 Blocks PIANO+ORGAN+ELEC PIANO

A digital electric piano sound with a pronounced metallic attack and a very small block count.

PATCH SELECTS:
OO Chorused, in stereo.
OX Four layers tuned in octaves and fifths.
XO Three layers tuned in octaves.
XX OO with a subtle key-up layer.

TINES DM# 4216
118 Blocks PIANO+ORGAN+ELEC PIANO

Tines captures the DX's trademark sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused in octaves.
OX Upper octave only.
XO Single layer.
XX Two chorused layers.

TINY TINES DM# 4217
54 Blocks PIANO+ORGAN+ELEC PIANO

A bright digital "tine-piano" sound with a very small block count.

PATCH SELECTS:
OO Three layers chorused.
OX Thinner version with two layers.
XO Two mellow layers chorused.
XX Mellower version of OX.

WURLY PIANO DM# 4218
10 Blocks PIANO+ORGAN+ELEC PIANO

This comes pretty close to capturing those funky electric piano sounds of old for something that takes up this little memory. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Right channel only.
XO Left channel only.
XX Same as OO.

CHURCH ORGAN DM# 4301
15 Blocks PIANO+ORGAN+ELEC ORGAN

Church/Rock Organ provides that familiar "big wood organ with rotating speakers" sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO All three layers.
OX Mellow stereo organ sound.
XO One detuned layer and the higher-octave.
XX Background-oriented organ sound.

COMBO ORGAN DM# 4302
20 Blocks PIANO+ORGAN+ELEC ORGAN

This is one of the less-cheezy combo-organ type, thanks to multiple layers and the somewhat more "steely" sound of FM synthesis. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo octaves.
OX Main layer only.
XO Octave only.
XX Three octaves spread in stereo.

DRWBR ORGN 1 DM# 4303
279 Blocks PIANO+ORGAN+ELEC ORGAN

The sound of the 300 pound R&B organ is placed into the EPS's sleek 38 pound chassis.

PATCH SELECTS:
OO Stereo.
OX Soft attack.
XO Single layer.
XX Repeat ramp.

DRWBR ORGN 2 DM# 4304
435 Blocks PIANO+ORGAN+ELEC ORGAN

An especially meaty drawbar organ sound.

PATCH SELECTS:
OO Stereo.
OX Swelling pad variation.
XO Mod wheel and Poly-Key add vibrato.
XX Repeat ramp.

EILSEL ORGAN DM# 4305
106 Blocks PIANO+ORGAN+ELEC ORGAN

A big, crisp drawbar organ sound designed for pop, R&B, soul, and dance music.

PATCH SELECTS:
OO Tripled in three octaves.
OX Lower two octaves only.
XO Single layer.
XX Doubled in the lowest octave.

GARAGE ORGAN DM# 4306
21 Blocks PIANO+ORGAN+ELEC ORGAN

The combo organ sound of the 60's that enjoyed a resurgence during the New Wave era.

PATCH SELECTS:
OO Classic and groovy.
OX A sub octave is added.
XO Darker and thicker.
XX Ultimate cheesy tone.

HAM AND ORGN DM# 4307
48 Blocks PIANO+ORGAN+ELEC ORGAN

A rollicking, clicky, meaty drawbar organ sound. Each patch offers a different drawbar setting.

PATCH SELECTS:
OO The first three drawbars set at 8.
OX Even numbered drawbars set at 8.
XO OX with the high four drawbars added.
XX Low 3 & subsequent even drawbars at 8.

KEY CLICK DM# 4308
70 Blocks PIANO+ORGAN+ELEC ORGAN

A very bright drawbar organ sound with a very percussive attack.

PATCH SELECTS:
OO Tripled and chorused.
OX Single layer.
XO Two layers chorused.
XX Same as OX.

MIKES ORGAN DM# 4309
118 Blocks PIANO+ORGAN+ELEC ORGAN

Samples of a particularly nice drawbar organ found in the Midwest.

PATCH SELECTS:
OO Lowest three drawbars at 8.
OX All drawbars out, with key click.
XO Lowest three drawbars out with key click.
XX OO with a touch of the higher drawbars.

MULTI ORGAN DM# 4310
42 Blocks PIANO+ORGAN+ELEC ORGAN

This extremely memory-efficient sound is built on a wave taken from a series of recordings of the venerable Hammond B-3™ done for the ESS-15 Joey DeFrancesco Sound Library for the EPS-16 PLUS.

PATCH SELECTS:
OO MULTI ORGAN.
OX Mod wheel controls rotary speaker effect.
XO Adds fifth harmonic.
XX All harmonics active.

ORGAN 1 DM# 4311
174 Blocks PIANO+ORGAN+ELEC ORGAN

A rich, mellow, bell-like electronic organ sound featuring mod wheel-controlled rotary speaker effects.

PATCH SELECTS:
- OO Tuned in octaves.
- OX Low octave only.
- XO High octave only.
- XX Low octave doubled.

ORGAN 2 DM# 4312
278 Blocks PIANO+ORGAN+ELEC ORGAN

A good general-purpose drawbar organ sound, not too bright, not too dark, and not overly percussive.

PATCH SELECTS:
- OO Three layers with chorusing.
- OX Single layer.
- XO Two layers chorused.
- XX Same as OX.

ORGAN 3 DM# 4313
146 Blocks PIANO+ORGAN+ELEC ORGAN

A straight-ahead drawbar organ sound well-suited to jazz, fusion, and rock music styles.

PATCH SELECTS:
- OO Three layers chorused.
- OX Single layer.
- XO Two layers chorused.
- XX Two layers without chorusing.

ORGAN 4 DM# 4314
187 Blocks PIANO+ORGAN+ELEC ORGAN

A mellow, bell-like "church-organ" type of sound.

PATCH SELECTS:
- OO Three layers chorused.
- OX Single layer.
- XO Two layers chorused.
- XX Two layers without chorusing.

ORGAN 472 DM# 4315
475 Blocks PIANO+ORGAN+ELEC ORGAN

A punchy drawbar organ sound with plenty of key-click, well suited to rock and R&B music styles.

PATCH SELECTS:
- OO Basic two-layer sound.
- OX Grittier variation.
- XO Very biting variation in fifths.
- XX Fatter variation.

ORGAN 5 DM# 4316
100 Blocks PIANO+ORGAN+ELEC ORGAN

A straight-ahead drawbar organ sound featuring a little percussion and sound that's not too dark, and not too bright.

PATCH SELECTS:
- OO Three layers with chorusing.
- OX Single layer.
- XO Two layers chorused.
- XX Octaves.

PERCUSSIVE DM# 4317
105 Blocks PIANO+ORGAN+ELEC ORGAN

A bright drawbar organ featuring a lot of percussion in the attack. Perfect for jazz, fusion, R&B, and rock music styles.

PATCH SELECTS:
- OO Octaves with chorusing.
- OX Single layer.
- XO Chorused.
- XX Octaves.

PERF ORGAN DM# 4318
780 Blocks PIANO+ORGAN+ELEC ORGAN

A drawbar organ (with key click) designed for rock, R&B, soul, jazz, or the blues.

PATCH SELECTS:
- OO Mod wheel adds rotating speaker effect.
- OX Tuned in fifths.
- XO Octaves.
- XX Octaves with rotating speaker.

SYNTH ORGAN DM# 4319
21 Blocks PIANO+ORGAN+ELEC ORGAN

A bright, cutting drawbar organ sound with a very small block count designed for rock, R&B and funk music styles.

PATCH SELECTS:
- OO Two layers in octaves.
- OX Two layers in unison.
- XO Three layers provide a thick texture.
- XX XO with shorter release time.

TAKE ME OUT DM# 4320
145 Blocks PIANO+ORGAN+ELEC ORGAN

...to the ballgame. The essential ballpark organ.

PATCH SELECTS:
- OO All drawbars full out.
- OX OO with key click.
- XO Lower three drawbars full out w/key click.
- XX Low three w/a touch of higher drawbars.

CATHEDRL ORG DM# 4401
42 Blocks PIANO+ORGAN+PIPE ORGAN

A rich and very big organ sound - an effect aided by the pseudo-reverb created by the second release. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Basic huge organ.
- OX Lowest layer only.
- XO Middle layer only.
- XX Highest layer only.

FL PIPE ORGN DM# 4402
502 Blocks PIANO+ORGAN+PIPE ORGAN

The full throttle, shake the rafters sound of the mighty pipe organ. The lower half of the keyboard is all stops out, the upper half is more subdued.

PATCH SELECTS:
- OO Single layer.
- OX Stereo with soft attack.
- XO Stereo.
- XX Stereo with quick decay.

PIPE OGN BRS DM# 4403
502 Blocks PIANO+ORGAN+PIPE ORGAN

Pipe organ using brass setting. Full sectional sound stops at E4, with solo notes beginning at F4.

PATCH SELECTS:
- OO Single layer.
- OX Stereo with soft attack.
- XO Stereo.
- XX Stereo with quick decay.

PIPE OGN POS DM# 4404
394 Blocks PIANO+ORGAN+PIPE ORGAN

A pipe organ split sound, featuring a bright, Sunday morning service sound. Full tone is heard up to E4, with more delicate variation beginning at F4.

PATCH SELECTS:
- OO Single layer.
- OX Stereo with soft attack.
- XO Stereo.
- XX Short attack with underwater sustain.

PIPE ORGAN 1 DM# 4405
774 Blocks PIANO+ORGAN+PIPE ORGAN

A very large pipe organ sound. This one is fat and gritty, with all the stops pulled out.

PATCH SELECTS:
- OO Tuned in octaves.
- OX Two layers in the same octave.
- XO Darker version.
- XX Envelope controls filter cutoff.

PIPE ORGAN 2 DM# 4406
52 Blocks PIANO+ORGAN+PIPE ORGAN

Pipe Organ contains three layers, combined to create an extremely rich sound that takes up only 49 blocks. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO N/A.
- OX N/A.
- XO N/A.
- XX Patch selects of limited use in this patch.

HAMRD PIANO DM# 4501
252 Blocks PIANO+ORGAN+PREPARED PNO

A piano played by hitting the strings with a hammer, giving the sound a dulcimer-like quality. The sound ends at E5 for combining with "FU YIN GONG," #8504.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Quick decay.

PEDAL SNAP DM# 4502
244 Blocks PIANO+ORGAN+PREPARED PNO

This sound was created by holding down the sustain pedal on the piano, and "snapping" the sostenuto pedal. This sound ends at F#4, and can be used with "PLASTIC HOSE," #4502.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Stereo.
XX Quick decay.

PIANO HRMNIC DM# 4503
236 Blocks PIANO+ORGAN+PREPARED PNO

The sound of a piano string struck while a finger is placed on it, in much the same way that a guitarist plucks harmonics. This sound is designed to be used with "BELL TREE," #8401.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Stereo.
XX Quick decay.

STRUMD PIANO DM# 4504
127 Blocks PIANO+ORGAN+PREPARED PNO

A piano played by strumming the strings, giving the sound a guitar-like quality. The sound ends at E4 for combining with "UNPREPRD PIANO," #4508.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Quick decay.

UNPREPRD PNO DM# 4505
264 Blocks PIANO+ORGAN+PREPARED PNO

A piano played by hitting the strings with a pen while holding down the sustain pedal. The sound begins at F4 for combining with "STRUMD PIANO," #4504.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Quick decay.

CELTIC CHOIR DM# 5101
311 Blocks VOCAL SOUND+CHOIR

Male and female voices in an ominous chorus in fifths.

PATCH SELECTS:
OO Stereo.
OX Mod wheel controls second octave layer.
XO Wide stereo image.
XX Octaves.

CHOIR 1 + 2 DM# 5102
139 Blocks VOCAL SOUND+CHOIR

A male and female choir with a breathy tone. This sound ends at E4 and is designed to be used with "CHOIR 3,", #5103.

PATCH SELECTS:
OO Single layer.
OX Stereo, with long attack and release.
XO Stereo.
XX Backwards vocal effect.

CHOIR 3 DM# 5103
267 Blocks VOCAL SOUND+CHOIR

A dark, somewhat ominous-sounding choir. This sound begins at F4 and is designed to be used with "CHOIR 1&2," #5102.

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Backwards vocal effect.

FMALE VOICES DM# 5104
267 Blocks VOCAL SOUND+CHOIR

Samples of alto and soprano sections of a choir singing the syllable "ah" Makes a good companion sound for "Male Voices" from #5105.

PATCH SELECTS:
OO Stereo.
OX Long release.
XO Single layer.
XX Quick release.

MALE VOICES DM# 5105
242 Blocks VOCAL SOUND+CHOIR

Samples of the bass and tenor sections of a choir voices singing the syllable "ah." Makes a good companion sound for "Female Voices," #5104.

PATCH SELECTS:
OO Stereo.
OX Long release.
XO Single layer.
XX Soft attack and subtle filter sweep.

VOCOOZE DM# 5106
123 Blocks VOCAL SOUND+CHOIR

A vocal sound with both sampled and synthetic characteristics.

PATCH SELECTS:
OO Stereo.
OX Stereo auto-panning.
XO Mod wheel controls pitch and filter.
XX Fifths.

VOICES 1 DM# 5107
169 Blocks VOCAL SOUND+CHOIR

Digitally synthesized voices with subtle organ and string timbres.

PATCH SELECTS:
OO Stereo.
OX Stereo auto-panning.
XO Mod wheel controls octave layer.
XX Fifths.

AH VOICES DM# 5201
490 Blocks VOCAL SOUND+SMALL GROUP

Male and female voices singing the syllable "ah."

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Key-up mutes notes.

CELESTIAL VC DM# 5202
498 Blocks VOCAL SOUND+SMALL GROUP

A heavenly mix of oo's and aah's. From the original EPS In Box Series.

PATCH SELECTS:
OO Stereo.
OX Simulated reverb.
XO Mod wheel controls mix of oo's and aah's.
XX Aah's tuned in octaves.

CHOIR GIRLS DM# 5203
1318 Blocks VOCAL SOUND+SMALL GROUP

Triple-tracked female vocal "Ah." Its transparent beauty creates an exquisite ambience.

PATCH SELECTS:
OO CHOIR GIRLS.
OX Stereo octaves.
XO Sforzando.
XX Synthesized variation.

DO VOICES DM# 5204
353 Blocks VOCAL SOUND+SMALL GROUP

Both male and female voices singing the syllable "do." This sound begins at F4 to combine with "BUM VOICE," #5301.

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Key-up mutes notes.

OO VOICES DM# 5205
268 Blocks VOCAL SOUND • SMALL GROUP

Both male and female voices singing the syllable "ooh." This sound ends at F#4 to combine with "LA VOICE," #5303.

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Key-up mutes notes for backwards effect.

BUM VOICE DM# 5301
194 Blocks VOCAL SOUND • SOLO VOICE

Solo male voice singing the syllable "bum." This sound ends at E4 to combine with "DO VOICES," #5204.

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Key-up mutes notes for backwards effect.

DOO DM# 5302
512 Blocks VOCAL SOUND • SOLO VOICE

Vocal samples of both male and female voices singing the syllable "doo."

PATCH SELECTS:
OO Stereo.
OX Soft attack.
XO Sample start point is moved later to
XX Soft attack and long release.

LA VOICE DM# 5303
275 Blocks VOCAL SOUND • SOLO VOICE

Solo female voice singing the syllable "la." This sound begins at G4 to combine with "OO VOICES," #5205.

PATCH SELECTS:
OO Single layer.
OX Stereo with long attack and release.
XO Stereo.
XX Key-up mutes notes for backwards effect.

TA DM# 5304
528 Blocks VOCAL SOUND • SOLO VOICE

Vocal samples of both male and female voices singing the syllable "ta."

PATCH SELECTS:
OO Stereo.
OX Soft attack and long release.
XO Single layer.
XX Soft attack and short release.

ANNA-VOXES DM# 5401
312 Blocks VOCAL SOUND • SYNTH+HYBRID

This sound is a combination of female voices and a super lush synthesized analog pad.

PATCH SELECTS:
OO ANNA-VOXES.
OX Synthesized pad only.
XO Voices only.
XX Stereo octave pad with panning.

BREATH VOICE DM# 5402
214 Blocks VOCAL SOUND • SYNTH+HYBRID

This instrument gives a breathy, clean voice. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Right layer only.
XO Left layer only.
XX Percussive voices with random panning.

BREATHY VOX DM# 5403
249 Blocks VOCAL SOUND • SYNTH+HYBRID

A delicate vocal instrument with a lush texture from the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Stereo.
OX Tuned in octaves.
XO Sharp attack.
XX "SF Psycho-Phasing Panner" effect.

LUSH VOICES DM# 5404
214 Blocks VOCAL SOUND • SYNTH+HYBRID

This sound is neither mushy nor overly chorused, and works very well for "foreground" choir parts. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Three layers.
OX Right layer only.
XO Left layer only.
XX Third layer only.

METAL VOICES DM# 5405
376 Blocks VOCAL SOUND • SYNTH+HYBRID

A choir of metallic/industrial beings. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Stereo.
OX High-pass filter sweep.
XO Tuned in octaves.
XX Percussive metal voices.

NU WORLD VOX DM# 5406
180 Blocks VOCAL SOUND • SYNTH+HYBRID

A predominantly male vocal sample with a soothing tonal character. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel controls detuning.
OX Tuned in octaves.
XO Filter sweep with simulated echo.
XX Adds a stronger attack.

SNOW VOICES DM# 5407
367 Blocks VOCAL SOUND • SYNTH+HYBRID

A lush stereo pad from the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Tuned in fifths.
XO Pitch sweep on attack.
XX Poly-Key controls high octave, filtering.

EPS DM# 5601
89 Blocks VOCAL SOUND • SPOKEN WORD

The spoken letters "E," "P," and "S" are split across the keyboard.

PATCH SELECTS:
OO Tripled in stereo.
OX Two layers panned left.
XO N/A.
XX Doubled in stereo.

INFO DM# 5602
243 Blocks VOCAL SOUND • SPOKEN WORD

A collection of informational spoken phrases relating to the original EPS sampler are split across the keyboard.

PATCH SELECTS:
OO Tripled in stereo.
OX Panned left.
XO Panned right.
XX Doubled in stereo.

FM BLP SYNTH DM# 6101
28 Blocks SYNTH SOUND • LEAD + SOLO

The FM equivalent to the analog brass sound, this bright, gritty pad sound features a pronounced attack and a very small block count.

PATCH SELECTS:
OO Two layers in stereo.
OX Six layers, some in mono mode.
XO Pitch envelope produces auto-glide.
XX Four layers in mono mode.

MICRO SQUARE DM# 6102
19 Blocks SYNTH SOUND • LEAD + SOLO

A bright analog synth sound based on square waves, featuring a filter-sweep attack and very small block count.

PATCH SELECTS:
OO Four layers, chorused.
OX Stereo auto-panning.
XO Bright, buzzy version without filter sweep.
XX OO with two layers.

MONOSOLO DM# 6103
83 Blocks SYNTH SOUND •LEAD + SOLO

A lead synthesizer sound reminiscent of the orchestral woodwind family.

PATCH SELECTS:
OO Mono patch.
OX Polyphonic, with reverb.
XO Very spacious.
XX Poly-Key controls sforzando.

PROPHET 1 DM# 6104
13 Blocks SYNTH SOUND •LEAD + SOLO

A big, bright, buzzy analog synth sound that'll make you want to jump - especially when you realize the sound uses only 13 blocks.

PATCH SELECTS:
OO Chorused.
OX Short decay and pitch envelope.
XO Mellow variation.
XX Big four-layer version.

RUDE LEAD DM# 6105
296 Blocks SYNTH SOUND •LEAD + SOLO

A cutting, steely, lead guitar-meets-synthesizer Minimoog™ sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Two main layers.
OX Pseudo-portamento effects.
XO "Portamento quacking duck."
XX Longest glide time.

SQUARE LEAD DM# 6106
29 Blocks SYNTH SOUND •LEAD + SOLO

Square Lead has a clarinet/accordion/harmonica kind of timbre. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Fullest lead sound.
OX Detuned.
XO Least complex sound.
XX OO with tremolo.

SQUARE SOLO DM# 6107
14 Blocks SYNTH SOUND •LEAD + SOLO

The classic analog synth square-wave solo sound featuring portamento and mono mode - remember the solo from "Lucky Man" by Emerson , Lake, and Palmer?

PATCH SELECTS:
OO Three layers chorused.
OX Bright polyphonic version in octaves.
XO Short decay.
XX Polyphonic version of OO.

SYNTH SOLO DM# 6108
42 Blocks SYNTH SOUND •LEAD + SOLO

A mellow analog synth-brass type solo sound featuring mono mode and a small block count.

PATCH SELECTS:
OO Four layers spread across the stereo field.
OX Tuned in fifths.
XO Chorused.
XX Same as OO.

ANALOG MUSH DM# 6201
82 Blocks SYNTH SOUND •SYNTH BRASS

A big, bright analog synth sound featuring a gentle filter sweep and a small block count.

PATCH SELECTS:
OO Two layers in stereo.
OX Mono mode version.
XO More percussive version of OO.
XX Single layer.

FLUGELHORN DM# 6202
90 Blocks SYNTH SOUND •SYNTH BRASS

This is an excellent brass sound that works very well as a lead line. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Flugelhorn sound in mono.
OX N/A.
XO N/A.
XX N/A.

FM BRASS DM# 6203
39 Blocks SYNTH SOUND •SYNTH BRASS

The classic FM-type brass simulation is recreated here in very few blocks.

PATCH SELECTS:
OO Stereo.
OX Heavy chorusing and long release time.
XO Short decay and pitch envelope.
XX Heavy chorusing and long "filter sweep."

MONDO BRASS DM# 6204
1115 Blocks SYNTH SOUND •SYNTH BRASS

A warm, rich analog-type brass patch. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Soft attack.
XO Filter swell.
XX Similar to a string or sawtooth-wave pad.

RICH HORNS DM# 6205
159 Blocks SYNTH SOUND •SYNTH BRASS

Rich Horns samples the OB-8 filter's attack, thus providing that easily recognizable "analog filter sound." From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo chorused horn sound.
OX Right channel layer only.
XO Left channel layer only.
XX Same as OO.

STAB BRASS DM# 6206
28 Blocks SYNTH SOUND •SYNTH BRASS

A sound reminiscent of FM synth brass, featuring a very small block count.

PATCH SELECTS:
OO Short decay and auto-bend.
OX Single layer.
XO Stereo chorusing.
XX Same as XO.

VEGASBRASS 2 DM# 6207
179 Blocks SYNTH SOUND •SYNTH BRASS

A classic synthesized analog brass sound.

PATCH SELECTS:
OO Stereo.
OX Slow attack, quick release.
XO Chorused.
XX Poly-Key controls layer an octave down.

VEGASBRASS 3 DM# 6208
151 Blocks SYNTH SOUND •SYNTH BRASS

A fat analog brass sound with plenty of "splat." Also, try the lower octaves for analog bass sounds.

PATCH SELECTS:
OO Stereo.
OX Soft attack with subtle filter sweep.
XO Octaves.
XX Slides.

ANALOG 14 DM# 6301
17 Blocks SYNTH SOUND •SYNTH PAD

A bright, punchy analog-brass type sound that is very memory conservative.

PATCH SELECTS:
OO Chorused.
OX Dark version with quick decay.
XO Mellow version.
XX Four layers used for extra gain.

ANGELIC DM# 6302
392 Blocks SYNTH SOUND •SYNTH PAD

An all-purpose pad comprised of voice and string textures.

PATCH SELECTS:
OO Stereo.
OX Stereo auto-panning.
XO Fourths in stereo.
XX XO in fifths.

ATTACK DECAY DM# 6303
10 Blocks SYNTH SOUND •SYNTH PAD

This plays a stereo chorused decaying sound along with a version of the same sound at an octave lower and with a fairly long attack time. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO All layers.
OX Stereo chorus decay sound only.
XO Attack time sound only.
XX One decaying and one attacking layer.

BELL PAD DM# 6304
976 Blocks SYNTH SOUND •SYNTH PAD

Rich, metallic, and sparking with digital clarity. From the Aaron Zigman Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pad only.
XO Bell only.
XX High-pass filtered.

BREATH CHOIR DM# 6305
37 Blocks SYNTH SOUND •SYNTH PAD

This choir sound contains a heavy "breathy" component, and is good for pads and other background voice sounds. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Three layers in stereo.
OX Right channel only.
XO Left channel only.
XX Left and right (without center) channels.

COSMOS PAD DM# 6306
8 Blocks SYNTH SOUND •SYNTH PAD

A one long release time pad. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo chorusing.
OX Right channel only.
XO Left channel only.
XX Same as OO.

DEMO OB DM# 6307
230 Blocks SYNTH SOUND •SYNTH PAD

The Oberheim OB-8 is a classic synthesizer - its warm analog sound has become a part of the electronic musician's vocabulary.

PATCH SELECTS:
OO The classic "comp" sound.
OX Darker with soft attack.
XO Short decay with random panning.
XX Same as OX.

DIST DEMO DM# 6308
18 Blocks STRINGED •SYNTH PAD

A very memory-efficient lead guitar sound. Velocity controls wah-wah. Generate feedback by holding down the keys. Below D#4 are power chords, accessed via patch selects.

PATCH SELECTS:
OO Guitar effects at low end of the keyboard.
OX Thirds on power chords.
XO Fourths on power chords.
XX Dampened version.

FM STRINGS DM# 6309
87 Blocks SYNTH SOUND •SYNTH PAD

A synthesized string section as interpreted on an FM system.

PATCH SELECTS:
OO Stereo.
OX Piano-like attack.
XO OX, brighter, octave up, sharper attack
XX Combines OX and XO.

GENEVIEVE DM# 6310
132 Blocks SYNTH SOUND •SYNTH PAD

Genevieve is a very mellow, spacey, slow patch that works well in legato sections. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo chorused sound.
OX Right channel layer only.
XO Tremolo effect.
XX Stereo chorused layers plus tremolo

GENTLY DM# 6311
11 Blocks SYNTH SOUND •SYNTH PAD

A few looped cycles of a Minimoog triangle wave produce a very pretty sound that makes good use of stereo. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo panning effect.
OX Decaying sound.
XO Attacking sound.
XX Tuned in fourths.

GLORIOUS DM# 6312
414 Blocks SYNTH SOUND •SYNTH PAD

A warm pad with a modern digital sheen, created by mixing custom sounds from FM, linear, and analog synthesizers.

PATCH SELECTS:
OO Stereo.
OX Reverse.
XO Repeat ramp layer.
XX Similar to OO, but with a sharp attack.

HIGH STRINGS DM# 6313
137 Blocks SYNTH SOUND •SYNTH PAD

High Strings captures the famous OB-8 synthesized string sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo chorused high string sound.
OX One layer only.
XO Adds sub-octave.
XX Sub-octave only.

INDIA BOUND DM# 6314
960 Blocks SYNTH SOUND •SYNTH PAD

A sitar-like layer, in various combinations with a bell tone, a cymbal, and an analog synth layer provide unusual pad sounds with a Third World flavor.

PATCH SELECTS:
OO All four layers under velocity control.
OX Stereo analog layer.
XO Stereo bell tone.
XX Bell and cymbal layers.

JENNY DM# 6315
841 Blocks SYNTH SOUND •SYNTH PAD

An all-purpose pad comprised of a glowing bell tone and an angelic voice-like synth.

PATCH SELECTS:
OO Stereo.
OX Only the voice layer.
XO Only the bell layer.
XX Repeat ramp on voice; bell slides up.

LOW STRINGS DM# 6316
84 Blocks SYNTH SOUND •SYNTH PAD

An extraordinarily rich string patch that takes advantage of the OB-8's ability to produce heavy, commanding lower register sounds From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Just the "double bass."
XO Just the "cello/strings."
XX Same as OO.

OB-8* DM# 6317
231 Blocks SYNTH SOUND •SYNTH PAD

The Oberheim OB-8 is a classic synthesizer - its warm analog sound has become a part of the electronic musician's vocabulary.

PATCH SELECTS:
OO The classic "comp" sound.
OX Darker version of 00.
XO Filter swell.
XX Stereo swirl.

PAD PUNCH DM# 6318
433 Blocks SYNTH SOUND •SYNTH PAD

This sound crossfades between a warm rich pad sound and a bright knocking attack sound. It was created by using an EPS-M Log Drum, D-50, MKS-80, and a Quadraverb™.

PATCH SELECTS:
OO PAD PUNCH.
OX Warm pad in octaves.
XO Knocks only.
XX Octave pad only.

SMALL INDIA DM# 6319
325 Blocks SYNTH SOUND • SYNTH PAD

A sitar-like layer, in various combinations with a bell tone, a cymbal and an analog synth layer provide unusual pad sounds with a Third World flavor.

PATCH SELECTS:
- OO SMALL INDIA.
- OX High-pass filtered variation.
- XO Sforzando filter envelope.
- XX Octave down with soft attack.

SMOOTH SYNTH DM# 6320
48 Blocks SYNTH SOUND • SYNTH PAD

A bright analog synth pad featuring a slow filter sweep, long release time, and small block count.

PATCH SELECTS:
- OO Stereo chorusing.
- OX Four layers with piano-type envelope.
- XO Short "blip" version.
- XX Velocity-controlled attack time.

SPECTRE DM# 6321
149 Blocks SYNTH SOUND • SYNTH PAD

This full pad sound was created by blending a breathy vocal sound with the reverb decay of two pieces of metal crashing.

PATCH SELECTS:
- OO Stereo.
- OX Chorused.
- XO Octaves.
- XX Other octaves.

STEREO PAD DM# 6322
967 Blocks SYNTH SOUND • SYNTH PAD

This ethereal sound wash is haunting and evocative. From the Claude Gaudette Signature Series.

PATCH SELECTS:
- OO Mod wheel controls brightness.
- OX High-pass filter sweep.
- XO Tremolo.
- XX Tuned in fifths.

STEWKEY INST DM# 6323
74 Blocks SYNTH SOUND • SYNTH PAD

A hybrid digital synth sound that's a bit reminiscent of steel drums.

PATCH SELECTS:
- OO Stereo.
- OX High-pass filtered for more attitude.
- XO OX with quick decay.
- XX Combines OO and XO.

SYNTHIA DM# 6324
734 Blocks SYNTH SOUND • SYNTH PAD

An epic sound combining synthesized guitar, strings, and voice.

PATCH SELECTS:
- OO Guitar, string, and voice layers.
- OX Voice and string layers.
- XO OO with guitar dropped an octave.
- XX Stereo strings with swelling resonance.

TEXTURED PAD DM# 6325
572 Blocks SYNTH SOUND • SYNTH PAD

This understated sound is a complex combination of various synthesizer technologies and sounds. From the David Hentschel Signature Series.

PATCH SELECTS:
- OO Plucked layer.
- OX Brighter, more oriental version.
- XO Woody click attack.
- XX Brighter pad in octaves.

CELESTIA DM# 6401
35 Blocks SYNTH SOUND • SYNTH BELL

Celestia has a dreamy, diffused character that resembles a celeste, but sounds less "hard." From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Both layers.
- OX Lower-octave only.
- XO Higher-octave only.
- XX Same as 00.

CRYSTAL BELL DM# 6402
327 Blocks SYNTH SOUND • SYNTH BELL

A chiming attack dissolves into a gleaming, tremulous sustain.

PATCH SELECTS:
- OO Stereo.
- OX Auto pans to the right, with quick decay.
- XO Auto pans to left with longer decay.
- XX Double strike attack.

FUNK BELL DM# 6403
78 Blocks SYNTH SOUND • SYNTH BELL

A metallic, reedy sound that works well as a synth pad or funky techno-bass.

PATCH SELECTS:
- OO Mod wheel adds vibrato.
- OX Tuned in fifths.
- XO Tuned in octaves.
- XX Tuned in fourths.

FX MINDCHIME DM# 6404
55 Blocks SYNTH SOUND • SYNTH BELL

Use this to score your next thriller movie. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Two layers.
- OX Long downward pitch bend.
- XO Long upward pitch bend.
- XX Bi-directional pitch bend.

MYSTERIES DM# 6405
176 Blocks SYNTH SOUND • SYNTH BELL

A sparkling digital bell.

PATCH SELECTS:
- OO Stereo.
- OX Fifths.
- XO Octaves.
- XX Tuned a fifth above concert pitch.

STARBELLS DM# 6406
110 Blocks SYNTH SOUND • SYNTH BELL

This layered, long release time sound is quite appropriate for rock ballads and softer styles of music. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO All layers.
- OX Layer 1 only.
- XO Layer 2 only.
- XX Same as OO.

THE BELL DM# 6407
449 Blocks SYNTH SOUND • SYNTH BELL

A very contemporary sound that shimmers with digital radiance. From the Claude Gaudette Signature Series.

PATCH SELECTS:
- OO Mod wheel adds vibrato.
- OX Tuned in fifths.
- XO Tuned in octaves.
- XX Mono patch.

TRIANGLES DM# 6408
57 Blocks SYNTH SOUND • SYNTH BELL

This bell-like, tinkly sound is sort of a cross between a celeste and electric piano. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Both layers.
- OX Lower-octave.
- XO Higher-octave.
- XX Same as OO.

WAVE BELL DM# 6409
24 Blocks SYNTH SOUND • SYNTH BELL

A rich, wiggly digital bell sound that takes up very little memory.

PATCH SELECTS:
- OO Stereo.
- OX Pitch envelope and short decay.
- XO Octaves, with organ-like envelope.
- XX Combines OO and OX.

CHROMAN INST DM# 6501
765 Blocks SYNTH SOUND •ANALOG SWEEP

A captivating vocoder-type effect featuring a filter and stereo sweep.

PATCH SELECTS:
OO Stereo.
OX Without filter/stereo sweep.
XO Fifths.
XX Mod wheel introduces a sub octave.

FILTER SWEEP DM# 6502
133 Blocks SYNTH SOUND •ANALOG SWEEP

Filter Sweep samples that rich, almost vocal-sounding Moog ladder filter attack. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Selects the stereo sweep.
OX Right-channel sweep.
XO Left-channel sweep.
XX Auto-panning.

Q SWEEP DM# 6503
84 Blocks SYNTH SOUND •ANALOG SWEEP

The classic "oscillator sync" sound from the realm of analog synth-lead textures, this small sound is bright and aggressive.

PATCH SELECTS:
OO Two layers for increased gain.
OX Special effect noise-o-rama.
XO Tuned in fifths.
XX Same as OO.

AFTERTHOUGHT DM# 6601
257 Blocks SYNTH SOUND •ETHEREAL

AFTERTHOUGHT begins with an electric piano attack, and then is joined by a swelling, metal bell.

PATCH SELECTS:
OO Stereo.
OX Whistling with octave bell.
XO Electric piano, metal bell, clicky whistling.
XX Metal bell in octaves.

CALIOPE DM# 6602
24 Blocks SYNTH SOUND •ETHEREAL

A synthesized steam organ sound, sampled from the Ensoniq SQ-80 synthesizer.

PATCH SELECTS:
OO Calliope.
OX Shortened decay.
XO Organ attack replaces chiff.
XX Stereo.

ECSTASY DM# 6603
628 Blocks SYNTH SOUND •ETHEREAL

A sparkling synthesizer sound. From the original EPS In Box series.

PATCH SELECTS:
OO Stereo.
OX Metallic, wide stereo image.
XO Tuned in octaves.
XX XO with metallic wavescape.

FLOOT-LOOP DM# 6604
353 Blocks SYNTH SOUND •ETHEREAL

Three flutes playing a major triad in a medium-sized hall.

PATCH SELECTS:
OO Stereo.
OX Stereo, with a sharper attack.
XO Soft attack left, hard attack right.
XX XO with stereo placement reversed.

FLUTE CHOIR DM# 6605
146 Blocks SYNTH SOUND •ETHEREAL

An ethereal merging of flute and vocal sounds makes for an incredibly warm pad.

PATCH SELECTS:
OO Octaves.
OX Upper octave only.
XO Velocity-controlled filtering.
XX Random panning.

FX BIG GLASS DM# 6606
77 Blocks SYNTH SOUND •ETHEREAL

This instrument is designed for mood background or special effects. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX Slow downward pitch shift.
XO Slow upward pitch shift.
XX Bi-directional pitch shift.

ICE SPINNER DM# 6607
178 Blocks SYNTH SOUND •ETHEREAL

An unusual, percussive sound with a cold metal texture.

PATCH SELECTS:
OO Stereo.
OX Panned left.
XO Panned right.
XX Same as OO.

KRYSTAL DM# 6608
433 Blocks SYNTH SOUND •ETHEREAL

A glistening, glassy digital pad.

PATCH SELECTS:
OO Stereo.
OX Octaves.
XO Octaves with mod wheel controlling pitch.
XX Fourths and octaves.

MIST DM# 6609
565 Blocks SYNTH SOUND •ETHEREAL

A warm synthesized texture beneath a cascading waterfall of crystal chimes.

PATCH SELECTS:
OO Stereo.
OX Octave up with auto-panning.
XO Octave up,wheel introduces low octaves.
XX Octaves.

MOONLIGHT DM# 6610
599 Blocks SYNTH SOUND •ETHEREAL

A collection of popular synthesizer sounds, accessible via the patch selects. From the original EPS In Box Series.

PATCH SELECTS:
OO Metallic bell/smooth string layer.
OX Breathy synth string sound.
XO African flute sound.
XX Combination os OO and XO.

RUBBED GLASS DM# 6611
21 Blocks SYNTH SOUND •ETHEREAL

Rubbed Glass sounds very much like a glass harmonica. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO RUBBED GLASS.
OX N/A.
XO N/A.
XX N/A.

THEME 1 DM# 6612
623 Blocks SYNTH SOUND •ETHEREAL

A digital keyboard sound with a distinctive metallic buzz.

PATCH SELECTS:
OO Stereo version using three layers.
OX OO without the raspy attack.
XO A single layer panned hard right.
XX XO with the addition of the raspy layer.

TUNED NOISE DM# 6613
219 Blocks SYNTH SOUND •ETHEREAL

One of the nice things about a Minimoog is you can turn the resonance way up on the filter, feed in some white noise, and get tuned white noise. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Percussive lead sound.
OX Long, trailing, downward pitch shifts.
XO Play percussively—just tap the key.
XX Auto-panning.

ZAPINGA DM# 6614
225 Blocks SYNTH SOUND •ETHEREAL

A combination of reverberated toy piano with a hollow thunk creating a delicate, rain-like sound.

PATCH SELECTS:
OO Stereo.
OX Severely lowered pitch.
XO Toy piano only.
XX Hollow layer in octaves.

AGELESS DM# 6701
667 Blocks SYNTH SOUND •HYBRID+STACK

A harmonically complex, full-bodied timbre that breathes with digital life.

PATCH SELECTS:
OO Stereo.
OX Short release.
XO Mod wheel controls pitch of left layer.
XX Soft attack.

ASIA DM# 6702
758 Blocks SYNTH SOUND •HYBRID+STACK

A broad, evocative exotic texture combining elements from several sound sources.

PATCH SELECTS:
OO Mod wheel controls radical vibrato.
OX Mod wheel adds an octave layer.
XO Wide stereo image.
XX Octaves.

BIG GUY DM# 6703
1259 Blocks SYNTH SOUND •HYBRID+STACK

Big and full like an analog synth, yet shimmering and glistening with digital presence, BIG GUY has a split personality. From the David Hentschel Signature Series.

PATCH SELECTS:
OO BIG GUY.
OX Slow, ominous swells.
XO High-pass filtered.
XX Tuned in octaves.

BIG STACK DM# 6704
509 Blocks SYNTH SOUND •HYBRID+STACK

A unique synth texture created using multiple synths, including: Prophet VS™, DX-7, TX816, and Oberheim Expander™. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Stereo.
OX Unique auto-panning.
XO Bi-directional pitch bend, auto-panning.
XX Special FX.

BRSS ORCH DM# 6705
1126 Blocks SYNTH SOUND •HYBRID+STACK

Authoritative and forceful, BRASS ORCH can add punch and drive to any arrangement. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Key-up layers produce Finale effect.
XO Filtering produces a sforzando effect.
XX "Be quiet! The movie's about to start."

CHINA PLUK DM# 6706
875 Blocks SYNTH SOUND •HYBRID+STACK

Metallic and exotic, CHINA PLUK will impart a touch of Asia to your mix. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Tuned in fifths (up).
XO Tuned in fourths (down).
XX Key-up re-trigger.

EAST PLUK DM# 6707
267 Blocks SYNTH SOUND •HYBRID+STACK

Percussive and tonal EAST PLUK is perfect for those pan-cultural musical gatherings. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Mod wheel and Poly-Key add vibrato.
OX Tuned in fifths (up).
XO Tuned in fourths (down).
XX Key-up re-trigger.

FANTASIA DM# 6708
704 Blocks SYNTH SOUND •HYBRID+STACK

A digital synth sound with a bell attack and a sine wave/bell sustain.

PATCH SELECTS:
OO FANTASIA.
OX Attack in sixths with vibrating bell sustain.
XO OX with a much softer attack.
XX Combines OO and OX.

FANTASTIQUE+ DM# 6709
229 Blocks SYNTH SOUND •HYBRID+STACK

This sound is modeled after a famous D-50 sound, with some substantial differences. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO FANTASTIQUE+.
OX Bell doubled in octaves.
XO OO without the bell.
XX Silky analog string synth patch.

FRENCHESCAFE DM# 6710
274 Blocks SYNTH SOUND •HYBRID+STACK

The detuned reed sound of the accordion augmented by the chime of digital bells.

PATCH SELECTS:
OO FRENCHESCAFE.
OX Octaves.
XO Fifths.
XX Key-up layer with long release.

HARP HAMMER DM# 6711
124 Blocks SYNTH SOUND •HYBRID+STACK

This is one of Nile Rodgers' favorite EPS sounds because of its flexibility and bright attack.

PATCH SELECTS:
OO HARP HAMMER with simulated reverb.
OX Octaves added.
XO Pad variation.
XX Mysterious drum effects.

INDUSTRY VOX DM# 6712
139 Blocks SYNTH SOUND •HYBRID+STACK

This instrument conjures up a cold world of sound with its combination of hollow, toothy attack and icy, ominous vocal tone.

PATCH SELECTS:
OO Stereo.
OX Chorused.
XO Attack portion only.
XX Two octaves above the original pitch.

KAGONG REZ DM# 6713
497 Blocks SYNTH SOUND •HYBRID+STACK

A powerful, complex texture with a tasteful resonance. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Poly-Key controls filtering.
OX Tuned in octaves.
XO Poly-Key controls swell.
XX Multi-purpose performance patch.

MARAKESH DM# 6714
563 Blocks SYNTH SOUND •HYBRID+STACK

Skin drums, finger cymbals, gongs, and both real and synthetic oboes are combined to produce this rich, evolving texture.

PATCH SELECTS:
OO Poly-Key controls layer mix.
OX Muted stereo with pitch envelope.
XO Oboe decays, leaving wind chime.
XX Octaves.

METAL HALL 2 DM# 6715
266 Blocks SYNTH SOUND •HYBRID+STACK

A sound from the outskirts of the digital frontier featuring a bell-like attack with a scraping, swirling sustain.

PATCH SELECTS:
OO Stereo in two layers.
OX A grinding, ratchety third layer is added.
XO Third layer alone.
XX Like OO with softer, brass-like attack.

OUTFLUTE DM# 6716
377 Blocks SYNTH SOUND •HYBRID+STACK

A very intriguing marriage of drum and flute waveforms, OUTFLUTE is uniquely percussive and lyrical. From the David Hentschel Signature Series.

PATCH SELECTS:
OO OUT FLUTE.
OX Tuned in fifths (up).
XO Tuned in fifths (down).
XX Tuned in octaves.

PERKAZOID DM# 6717
29 Blocks SYNTH SOUND •HYBRID+STACK

A metallic synth keyboard sound with elements of honky-tonk and toy piano sounds.

PATCH SELECTS:
OO PERKAZOID.
OX Bright clav-like variation with key-up layer.
XO Soft attack.
XX Same as OX.

PINGZ DM# 6718
191 Blocks SYNTH SOUND •HYBRID+STACK

A ball-peen bell attack and a circular, spinning sustain create an eerie digital drip-drop sound.

PATCH SELECTS:
OO PINGZ.
OX PINGZ with a repeat ramp envelope.
XO Combines OO and OX.
XX Same as XO.

SYNORCHESTRA DM# 6719
417 Blocks SYNTH SOUND •HYBRID+STACK

Over nine samplers and synthesizers were used to create this sound note by note. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Velocity controls attack intensity.
OX Tuned in octaves.
XO Bi-directional pitch sweep.
XX Filter sweep w/delayed hi-pass tremolo.

SYNTHEVOX DM# 6720
504 Blocks SYNTH SOUND •HYBRID+STACK

A collection of soft, sweeping synthesized vocal tones combined in various ways.

PATCH SELECTS:
OO SYNTHEVOX.
OX Steel drum-like attack is added.
XO Softer, muted variation.
XX Steel drum-like attack is emphasized.

THE WAVE DM# 6721
622 Blocks SYNTH SOUND •HYBRID+STACK

A progressive instrument combining electric piano and vocal elements tuned in fourths.

PATCH SELECTS:
OO Stereo.
OX Poly-Key controls auto-panning.
XO Mod wheel adds a layer one fifth up.
XX All three layers combined.

TIMELESS DM# 6722
249 Blocks SYNTH SOUND •HYBRID+STACK

A fat, buzzy, classic analog synth-string patch. Pressure controls vibrato.

PATCH SELECTS:
OO Wheel controls filter.
OX OO with a repeat ramp layer added.
XO Repeat ramp layer by itself.
XX Stereo version of OX.

TYMPELLO DM# 6723
256 Blocks SYNTH SOUND •HYBRID+STACK

An unusual fusing of the attack portion of a kettledrum with the sustain of a cello. This sound ends at D4, and is designed to be used with "WOODEN FLUTES," #2109.

PATCH SELECTS:
OO Single layer.
OX Long attack and decay.
XO Stereo.
XX Quick decay.

VOICEBELL DM# 6724
191 Blocks SYNTH SOUND •HYBRID+STACK

A combination of synthesized voice and bell tones, layered and then sampled.

PATCH SELECTS:
OO Mod wheel tunes one layer.
OX Stereo image controlled by key-down/up.
XO Auto-bend.
XX Panned left and distant.

VOICEBELL 2 DM# 6725
500 Blocks SYNTH SOUND •HYBRID+STACK

The crisp attack of digital bells and the haunting breathiness of sampled vocals.

PATCH SELECTS:
OO Stereo.
OX Stereo, in fourths.
XO Octaves.
XX One octave up - mod wheel controls filter.

ZE FLUTES DM# 6726
172 Blocks SYNTH SOUND •HYBRID+STACK

The breathy sustain of a flute is combined with a dulcimer-style attack to create this airy keyboard sound.

PATCH SELECTS:
OO Octaves.
OX Short decay on the flutes.
XO Octave lower with filter sweep on key-up.
XX Adds an attack at a major third.

ZYNTHIA DM# 6727
466 Blocks SYNTH SOUND •HYBRID+STACK

A rude, grinding, powerful digital synth sound with a piano like attack and an evil-sounding buzzy decay.

PATCH SELECTS:
OO Stereo.
OX A quick diminuendo after keystroke.
XO Auto-pans to the right as it decays.
XX Same as OO.

ALIEN HARP DM# 6801
80 Blocks SYNTH SOUND •UNWORLDLY

A big digital synth pad in a small size.

PATCH SELECTS:
OO Stereo chorusing.
OX Alien noise-fest effects.
XO Organ-like envelope.
XX Single layer.

BACCUS CHOIR DM# 6802
348 Blocks SYNTH SOUND •UNWORLDLY

This sound begins with a clarion bell tone, soon joined by a chorus of flutes. Each individual key activates a tone cluster with a major tonality.

PATCH SELECTS:
OO Stereo.
OX Bell layer controlled by velocity.
XO Octaves and "slapback" effect.
XX Soft attack with pitch envelope.

MAXELED DM# 6803
136 Blocks SYNTH SOUND •UNWORLDLY

A meshy, metallic sound derived from severe abuse of an ordinary cymbal.

PATCH SELECTS:
OO Stereo.
OX Poly-Key controls filter cutoff.
XO Adds a quick, clicky attack.
XX XO raised an octave.

SATURN DM# 6804
586 Blocks SYNTH SOUND •UNWORLDLY

Faraway tubular bells quickly transformed into a phased, humanesque drone.

PATCH SELECTS:
OO Stereo.
OX Poly-Key controls filtering.
XO Wheel controls bi-directional pitch bend.
XX Octaves.

SYNTHOS DM# 6805
643 Blocks SYNTH SOUND •UNWORLDLY

A bold synthesizer sound featuring a sweeping downward slide.

PATCH SELECTS:
OO Stereo.
OX Wheel raises the right layer an octave.
XO Mod wheel controls pitch.
XX All three layers combined.

THE CALLING DM# 6806
334 Blocks SYNTH SOUND •UNWORLDLY

An ethereal vocal call and a trembling string texture combine to create a haunting instrument with a minor tonality.

PATCH SELECTS:
OO THE CALLING.
OX OO w/the string layer lowered one octave.
XO OO raised an octave.
XX Thick string texture.

THE TOMB DM# 6807
690 Blocks SYNTH SOUND •UNWORLDLY

Innocent wind chimes turned into a shimmering swirl of icy gloom.

PATCH SELECTS:
OO Stereo.
OX Complex stereo panning.
XO Mod wheel controls detuning.
XX A fifth down with a long decay.

WHALES DM# 6808
14 Blocks SYNTH SOUND •UNWORLDLY

Whales is an ambient background sound with a dreamy, sighing quality. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Selects both layers.
OX Layer 1 only.
XO Layer 2 only.
XX Same as OO.

CLARIMONICA DM# 6901
102 Blocks SYNTH SOUND •MISC SYNTH

This gives clarinet-like sounds in the lower registers, and harmonica-type effects in the upper octave and a fifth. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Slight detuning.
OX N/A.
XO N/A.
XX N/A.

FM CLAV DM# 6902
26 Blocks SYNTH SOUND •MISC SYNTH

A digital clavinet sound that takes up very little memory.

PATCH SELECTS:
OO Three layers.
OX Thinner two-layer version.
XO Two mellow layers.
XX Four layers for added gain.

HARP DM# 6903
16 Blocks SYNTH SOUND •MISC SYNTH

This doesn't sound just like a harp, but does produce its own useful and unique effects. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo harp sound.
OX Selects layer 1.
XO Selects layer 2.
XX Same as OO.

KALIMBA DM# 6904
19 Blocks SYNTH SOUND •MISC SYNTH

Kalimba is a short, percussive sound that works well in the background of a pumpin' dance track, especially when used as tuned percussion. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO KALIMBA
OX Same as OO.
XO Same as OO.
XX Same as OO.

NYLON GUITAR DM# 6905
180 Blocks SYNTH SOUND •MISC SYNTH

FM synthesizers give exceptional guitar sounds; this one was achieved on a TX81Z™. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Two layers.
OX Tined in octaves.
XO Adds a low echo.
XX Slapback echo and ambience.

PAN FLUTE DM# 6906
41 Blocks SYNTH SOUND •MISC SYNTH

One of the more popular FM synthesis voices. This version provides detuned stereo effects and a very subtle tremolo. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX Right channel layer only.
XO Left channel layer only.
XX Same as OO.

PERCCUSFLUTE DM# 6907
90 Blocks SYNTH SOUND •MISC SYNTH

This is a breathy, percussive synthetic flute sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Tuned in fourths.
XO Single layer.
XX Fourth above only.

PERKY 5TH DM# 6908
59 Blocks SYNTH SOUND •MISC SYNTH

A muted percussive/guitar sample somewhere in the land of a marimba/kalimba. From the David Hentschel Signature Series.

PATCH SELECTS:
OO The mod wheel adds vibrato.
OX Tuned in 5ths.
XO Tuned in octaves.
XX Shorter, guitar-type release.

PLUCK GUITAR DM# 6909
195 Blocks SYNTH SOUND •MISC SYNTH

This sound cuts a bit more than Nylon Guitar and has some almost keyboard-like qualities as well. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo flanged/chorused acoustic guitar.
OX Right channel layer only.
XO Left channel version of above.
XX "12-string" effect.

PRETTY HARP DM# 6910
257 Blocks SYNTH SOUND •MISC SYNTH

A lovely, angelic synthetic harp . . . great for New Age situations. From the David Hentschel Signature Series.

PATCH SELECTS:
OO Stereo.
OX Chorused stereo.
XO Tuned in 5ths.
XX Random panning.

SINGIN OBOE DM# 6911
15 Blocks SYNTH SOUND •MISC SYNTH

This oboe-like texture with a long release time provides a gentle, evocative pad with a very small block count.

PATCH SELECTS:
OO Stereo chorusing.
OX Organ-like variation.
XO Mellow version of OX.
XX Combines OO and OX.

SLICK CLAV DM# 6912
205 Blocks SYNTH SOUND •MISC SYNTH

Weighing in at just 205 blocks, SLICK CLAV features velocity crossfading for enhanced realism. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Stereo.
XO Tuned in octaves.
XX Punchier version of XO.

SOLO OBOE DM#6913
21 Blocks SYNTH SOUND •MISC SYNTH

Considering how little memory this sound takes up, this is a surprisingly effective synthesized oboe. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO N/A.
OX N/A.
XO N/A.
XX N/A.

SYNTH GUITAR DM#6914
69 Blocks SYNTH SOUND •MISC SYNTH

This classic FM "jazz guitar" patch takes up very little memory.

PATCH SELECTS:
OO Stereo.
OX Mellow, wiggly version with long release.
XO Single layer.
XX Long release.

SYNTH WHISTL DM#6915
16 Blocks SYNTH SOUND •MISC SYNTH

A mellow whistle with heavy vibrato and a very small block count.

PATCH SELECTS:
OO Stereo.
OX Single layer.
XO Pitch and repeat envelopes are used.
XX Tuned in fourths.

TUFF CLAV DM#6916
124 Blocks SYNTH SOUND •MISC SYNTH

A metallic, bright, cutting FM clavinet. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO TUFF CLAV.
OX Octave up.
XO Single layer.
XX Tuned in octaves.

VIBES DM#6917
43 Blocks SYNTH SOUND •MISC SYNTH

A very realistic vibraphone based on a TX81Z sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused.
OX Bi-directional.
XO Left channel only.
XX Backwards vibes in stereo.

JAZZ BASS DM#7101
154 Blocks BASS SOUND •ACOUSTC BASS

This strong yet elegant acoustic bass possesses the sensitivity and definition necessary for use in Jazz.

PATCH SELECTS:
OO JAZZ BASS.
OX Descending slide.
XO Double pluck sound.
XX Ascending slide.

UPRIGHT BASS DM#7102
199 Blocks BASS SOUND •ACOUSTC BASS

An expressive double bass that allows you to achieve both intensity and subtle expression. From the original EPS In Box series.

PATCH SELECTS:
OO Vel. controls attack, key-up finger sound.
OX OO with additional detuned layer.
XO Poly-Key controls pitch bend.
XX Downward slide.

8STRING BASS DM#7201
182 Blocks BASS SOUND •BASS GUITAR

A sample of a Paul Reed Smith bass, digitally limited in Alchemy™ and processed in the EPS to create the 8 string effect. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO 8STRING BASS.
OX Standard bass.
XO Synth sound.
XX Huge version.

BROVO BASS DM#7202
128 Blocks BASS SOUND •BASS GUITAR

A punchy analog-synth bass sound suited to dance, R&B, and pop music styles.

PATCH SELECTS:
OO BROVO BASS.
OX Key-up retriggers layer.
XO Two layers, one in mono-mode.
XX Tuned in octaves.

DEMO BASSES DM#7203
129 Blocks BASS SOUND •BASS GUITAR

Both electric and synth basses are contained in this memory-efficient instrument.

PATCH SELECTS:
OO Electric and synth basses split.
OX Electric bass only with reverb.
XO Synth bass on upper half of keyboard.
XX Same as OO.

DYNO BASS DM#7204
178 Blocks BASS SOUND •BASS GUITAR

A bright electric slap-bass sound, with plenty of "slap."

PATCH SELECTS:
OO Tripled for extra punch.
OX Long decay.
XO Doubled version of OO.
XX Repeat ramp envelope.

E-BASS 1 DM#7205
397 Blocks BASS SOUND •BASS GUITAR

A multisampled electric bass featuring picked and fingered bass samples.

PATCH SELECTS:
OO Bright, picked bass.
OX Fingered bass.
XO Velocity crossfade between OO and OX.
XX Picked layer in octaves.

EL BASS DM#7206
265 Blocks BASS SOUND •BASS GUITAR

An all-purpose sound featuring velocity-controlled thumb slaps and pops. From the original EPS In Box series.

PATCH SELECTS:
OO Velocity switching.
OX Fingered bass.
XO Velocity controls slapping and popping.
XX Uses only popping sound.

ELEC BASS 1 DM#7207
62 Blocks BASS SOUND •BASS GUITAR

An electric bass with a rounded sound well suited to pop music. The instrument ends at B3.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Mon patch with stereo image.
XX OX with short decay.

ELEC BASS 2 DM#7208
76 Blocks BASS SOUND •BASS GUITAR

A bright electric "thump" bass well suited to pop music. The instrument ends at B3.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Mon patch with stereo image.
XX XO with short decay.

ELEC BASS 3 DM#7209
67 Blocks BASS SOUND •BASS GUITAR

An electric bass with a spiky sound oriented towards funk and dance music styles. The instrument ends at B3.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Mon patch with stereo image.
XX OX with short decay.

ELEC BASS 4 DM# 7210
62 Blocks BASS SOUND • BASS GUITAR

An electric bass with a rounded sound well suited to pop music. The instrument ends at B3.

PATCH SELECTS:
OO Single layer.
OX Soft attack.
XO Mono patch with stereo image.
XX OX with short decay.

FRETLESS + DM# 7211
84 Blocks BASS SOUND • BASS GUITAR

A full, round fretless bass sound.

PATCH SELECTS:
OO Stereo.
OX Mono patch.
XO Chorused.
XX Poly-Key controls slides.

FRETLESS DM# 7212
330 Blocks BASS SOUND • BASS GUITAR

A Fender Precision™ fretless bass with Rotosound™ round wound strings was sampled to create a full bodied sound, somewhat darker than the standard sound, with a satisfying uniqueness.

PATCH SELECTS:
OO FRETLESS.
OX Mono glide.
XO Muted.
XX Octave slide down.

RJ-BASS+HARM DM# 7213
1426 Blocks BASS SOUND • BASS GUITAR

A silky-smooth bass with great bass harmonics from the Randy Jackson Signature Series.

PATCH SELECTS:
OO Poly-Key and wheel control vibrato.
OX Bass harmonics on four strings.
XO One harmonic across the keyboard.
XX Up/down and down slides.

RJ-BASS HIP DM# 7214
908 Blocks BASS SOUND • BASS GUITAR

Slappin', poppin', and hip-hoppin'...a punchy, super-clean bass from the Randy Jackson Signature Series.

PATCH SELECTS:
OO Mod wheel and Poly-Key add vibrato.
OX Pull-offs.
XO Chorused.
XX Tuned in octaves.

ROCK BASS 1 DM# 7215
121 Blocks BASS SOUND • BASS GUITAR

A big, round electric bass sound.

PATCH SELECTS:
OO Straight ahead rock bass.
OX Muted bass.
XO Provides a downward slide.
XX Stereo.

ROCK BASS 2 DM# 7216
209 Blocks BASS SOUND • BASS GUITAR

If you are looking for a solid foundation for your music, precision attacks coupled with smooth sustains makes ROCK BASS a superior choice.

PATCH SELECTS:
OO ROCK BASS.
OX Muted articulation.
XO Compression.
XX Chorus and Reverb.

SUPER BASS DM# 7217
133 Blocks BASS SOUND • BASS GUITAR

A funky electric bass sound with a heavy slapped attack.

PATCH SELECTS:
OO Stereo.
OX Octaves in stereo.
XO Mono patch.
XX Reverse.

BALLAD BASS DM# 7301
167 Blocks BASS SOUND • SYNBAS ANLOG

A velvety synth bass.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitch glide down.
XO Tuned in octaves.
XX Doubled for increased gain.

BASIC 1 DM# 7302
90 Blocks BASS SOUND • SYNBAS ANLOG

A no-nonsense synth bass sound with a well-rounded tone.

PATCH SELECTS:
OO Two layers.
OX Mono patch.
XO Chorused.
XX Quick decay.

BASS-2 DM# 7303
321 Blocks BASS SOUND • SYNBAS ANLOG

An ominous and powerful analog synth bass from the Aaron Zigman collection.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Sub-octave added.
XO Tuned in fifths.
XX Tuned in fourths.

BCD 4 DM# 7304
205 Blocks BASS SOUND • SYNBAS ANLOG

A fat, aggressive analog bass sound.

PATCH SELECTS:
OO Mono patch.
OX Octaves.
XO Polyphonic.
XX Slide down.

CT BS 1 DM# 7305
463 Blocks BASS SOUND • SYNBAS ANLOG

A classic, beefy Moog-like bass.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Glissando.
XO Resonant synth chirp.
XX Tuned in octaves.

CT BS 2 DM# 7306
464 Blocks BASS SOUND • SYNBAS ANLOG

A rich, resonant analog synth bass.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Glissando.
XO Tuned in octaves.
XX Chorused.

CT BS 3 DM# 7307
73 Blocks BASS SOUND • SYNBAS ANLOG

A smooth analog bass sound.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX A sub octave is added.
XO Tuned in fifths.
XX Tuned in octaves.

ECHO BASS DM# 7308
109 Blocks BASS SOUND • SYNBAS ANLOG

This instrument contains both synth strings and synth bass, as accessed by the patch buttons. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Right channel echo sound only.
XO Left channel echo sound only.
XX String synth sound.

EUROBASS DM# 7309
320 Blocks BASS SOUND • SYNBAS ANLOG

A biting, bright electronic bass sound favored in European dance music. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Mod wheel adds higher octave.
OX OO with glide.
XO Without octave-higher component.
XX "Pop" bass effect.

HEAVY BASS DM# 7310
136 Blocks BASS SOUND • SYNBAS ANLOG

The OB-8 was well-known for its fat bass timbres, and Heavy Bass is a tribute to that sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Mod wheel controls sub-octave.
OX Right channel layer only.
XO Left channel layer only.
XX Stereo bass sound without sub-octave.

LATIN BASS DM# 7311
86 Blocks BASS SOUND • SYNBAS ANLOG

A warm but commanding bass sound created by combining Moog and Super JX sounds. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Rich color.
OX Tuned in octaves.
XO Chorused.
XX Octave slide.

MONSTER BASS DM# 7312
476 Blocks BASS SOUND • SYNBAS ANLOG

Monster Bass has a full, less metallic sound that works well for rock music. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO MONSTER BASS.
OX OO with glide.
XO Chorused.
XX "Pop" bass effect.

MOOG BASS* DM# 7313
271 Blocks BASS SOUND • SYNBAS ANLOG

The instrument used for this sampling session was a modified Studio Electronics MIDI-MOOG™. The sounds provided are indicative of the classic Moog vocabulary.

PATCH SELECTS:
OO HOT MOOG.
OX Effects routed to phaser.
XO Octaves. Super funk.
XX Muted sounds.

MR KOOLBASS DM# 7314
123 Blocks BASS SOUND • SYNBAS ANLOG

Two layers from an OB-8, tuned the same, for a subtle flanging effect but also to increase the overall level so that this bass sound can really jump out. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo bass.
OX Selects layer 1.
XO Selects layer 2.
XX Same as OO.

SEQ BASS DM# 7315
42 Blocks BASS SOUND • SYNBAS ANLOG

A fat analog synth-bass sound that very memory efficient.

PATCH SELECTS:
OO Three layers in two octaves.
OX Two higher octaves.
XO Long release.
XX Soft attack and long release.

SLAM BASS DM# 7316
224 Blocks BASS SOUND • SYNBAS ANLOG

A punchy Moog-type synth bass sound. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Medium resonance sound.
XO Sub octave added.
XX Descending pitch slide.

SYNTH BASS DM# 7317
44 Blocks BASS SOUND • SYNBAS ANLOG

A bright analog-type synth bass sound that's very memory efficient.

PATCH SELECTS:
OO Two layers for added gain.
OX Short "blip" variation.
XO Chorused.
XX Three layers chorused.

WET BASS DM# 7318
250 Blocks BASS SOUND • SYNBAS ANLOG

A tight, Moog-like bass.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Resso glide.
XO A sub-octave is added.
XX Chorused.

DIG BASS 1 DM# 7401
111 Blocks BASS SOUND • SYNBAS DIGTL

A cutting digital bass sound.

PATCH SELECTS:
OO Stereo.
OX Harder playing introduces growl.
XO OO without sharp attack.
XX Random panning and double striking.

DIG BASS 2 DM# 7402
61 Blocks BASS SOUND • SYNBAS DIGTL

A digital synth-bass sound designed for dance, R&B, and pop music styles.

PATCH SELECTS:
OO Single layer.
OX Pitch drops an octave when notes held.
XO Chorused.
XX Sharp attack.

FM BASS DM# 7403
57 Blocks BASS SOUND • SYNBAS DIGTL

An assertive bass sound with a sharp digital bite.

PATCH SELECTS:
OO Octaves.
OX Octaves with sforzando applied to filter.
XO An octave downward slide on attack.
XX Chorused.

FM FILT BASS DM# 7404
100 Blocks BASS SOUND • SYNBAS DIGTL

This instrument samples an FM "filter" attack to provide an analog synth-type bass sound. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo bass.
OX Wide stereo image.
XO Left channel only.
XX Dual stereo "pop."

FM SLAP BASS DM# 7405
48 Blocks BASS SOUND • SYNBAS DIGTL

A digital slap-bass texture that's very memory conservative.

PATCH SELECTS:
OO Stereo.
OX Sitar-like version.
XO Soft attack.
XX Octave higher.

PUNCH BASS DM# 7406
124 Blocks BASS SOUND • SYNBAS DIGTL

This bass really punches hard, and records well too. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Chorused bass.
OX Upper transient only.
XO Single layer.
XX Both chorused layers.

SYNC BASS DM# 7407
299 Blocks BASS SOUND • SYNBAS DIGTL

A sinister synth bass tone with a dramatic impact.

PATCH SELECTS:
OO Stereo with filter sweep.
OX Tuned a major third above concert.
XO Auto-bend effect.
XX Swelling attack.

BASS-1 DM# 7501
187 Blocks BASS SOUND • SYNBAS HYBRD

A bright and buzzy digital synth-bass sound.

PATCH SELECTS:
OO Tuned in octaves.
OX Chorused.
XO Tuned in fifths.
XX Single layer.

BASS+ORGAN DM# 7502
31 Blocks BASS SOUND • SYNBAS HYBRD

A high-tech sound with two distinct tonal characteristics.

PATCH SELECTS:
OO Poly-Key adds vibrato.
OX Poly-Key and wheel control Leslie FX.
XO A one octave downward slide.
XX Voice-like synth pad.

BREATHY BASS DM# 7503
268 Blocks BASS SOUND • SYNBAS HYBRD

A dark, raspy "breathing cello" effect. This sound ends at E4, and is designed to be used with "PERC BOTTLE," #2107.

PATCH SELECTS:
OO Single layer.
OX Long attack and decay.
XO Stereo.
XX Quick decay.

DUAL BASS DM# 7504
146 Blocks BASS SOUND • SYNBAS HYBRD

A pair of funky analog synth bass sounds.

PATCH SELECTS:
OO Two bass sounds, split at B3.
OX Stereo version of OO.
XO Octaves.
XX Velocity switch between the two sounds.

ELEC BASS DM# 7505
42 Blocks BASS SOUND • SYNBAS HYBRD

A very bright, digital-sounding bass that's very memory conservative.

PATCH SELECTS:
OO Single layer.
OX Octave higher.
XO OX chorused, with long release.
XX OO chorused.

FUNKYPOP DM# 7506
70 Blocks BASS SOUND • SYNBAS HYBRD

This sound from the Nile Rodgers Signature Series works well as a bass instrument and as a raunchy guitar.

PATCH SELECTS:
OO FUNKYPOP.
OX Detuned for a wider image.
XO Octaves.
XX Adds a pitch fall-off.

HYBRID BASS DM# 7507
336 Blocks BASS SOUND • SYNBAS HYBRD

Electric bass with an unusually breathy twist.

PATCH SELECTS:
OO Poly-Key adds vibrato.
OX Velocity controls octave.
XO Phased version.
XX Hold for quick decay, tap for normal.

MEGA BASS DM# 7508
279 Blocks BASS SOUND • SYNBAS HYBRD

A fat, cutting synth-bass sound with a resonant attack. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel and Poly-Key add vibrato.
OX Adds a sub-octave.
XO Mono patch with legato layer.
XX Octave downward gliss.

MIXED BASS DM# 7509
49 Blocks BASS SOUND • SYNBAS HYBRD

Combines several synthesizers to create a beefy bass instrument.

PATCH SELECTS:
OO Poly-Key adds vibrato.
OX Louder, with more aggressive attack.
XO Staccato.
XX Soft attack and muted sustain.

SILICONPLUCK DM# 7510
101 Blocks BASS SOUND • SYNBAS HYBRD

Somewhere between a guitar, piano, and hitting on metal things with hammers - this patch has some unusual attributes. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO Stereo.
OX Auto pan layer.
XO Center layer only.
XX Tuned in octaves.

SLAP BASS DM# 7511
214 Blocks BASS SOUND • SYNBAS HYBRD

This is a round bass sound with just enough bite to cut - politely - through a rhythm track. From the Craig Anderton Signature Series.

PATCH SELECTS:
OO SLAP BASS.
OX Round bass only.
XO Slap sound only.
XX Adds "pop" and chorusing.

SPIDERLEGS DM# 7512
213 Blocks BASS SOUND • SYNBAS HYBRD

A growling, gurgling sound with an evil edge. A softer, airy vocal layer is also included.

PATCH SELECTS:
OO Stereo.
OX Wide stereo image.
XO Soft attack.
XX Airy layer doubled.

SS BASS DM# 7513
38 Blocks BASS SOUND • SYNBAS HYBRD

A bass sound created using a computer-based synthesizer program, then ported over to the EPS.

PATCH SELECTS:
OO Stereo.
OX Muted and slightly chorused.
XO Sub-octave attack.
XX Single layer version.

TECH BASS DM# 7514
280 Blocks BASS SOUND • SYNBAS HYBRD

Titanium upright bass plucked by a platinum android. From the Claude Gaudette Signature Series.

PATCH SELECTS:
OO Mod wheel controls flanging effect.
OX Additional layer for extra punch.
XO Punchy attack and short decay.
XX Single layer version.

TUBE BASS DM# 7515
312 Blocks BASS SOUND • SYNBAS HYBRD

A short, hollow synth bass sound, along with a water drip and a metallic click, combine to form this quirky bass sound.

PATCH SELECTS:
OO Metallic click controlled by velocity.
OX Octaves.
XO Velocity-controlled octave doubling.
XX One octave lower.

LEAD VIBE DM# 8101
43 Blocks MALLET+BELL+VIBES

A clear synthesized vibe sound with a sharp attack.

PATCH SELECTS:
- OO LEAD VIBE tuned in fourths.
- OX The upper harmonic.
- XO The lower harmonic.
- XX Chord tuned to 1st, 4th, and 5th.

VIBRAPHONE DM# 8102
452 Blocks MALLET+BELL+VIBES

A cool, jazzy, fluid vibraphone recreation.

PATCH SELECTS:
- OO Stereo.
- OX Stereo with a soft attack.
- XO Combine OO and OX.
- XX Same as OO.

JACOB*MARIMB DM# 8201
128 Blocks MALLET+BELL+MARIMBA

A delicate, woody sound with a light tone.

PATCH SELECTS:
- OO Single layer version.
- OX Key-up retriggers notes.
- XO Octaves.
- XX Three-octave span.

MARIMBA 1 DM# 8202
110 Blocks MALLET+BELL+MARIMBA

The percussive attack and woody sustain of the marimba.

PATCH SELECTS:
- OO Single layer.
- OX Muted tone without percussive attack.
- XO Stereo.
- XX Stereo with quick decay.

MARIMBA 2 DM# 8203
50 Blocks MALLET+BELL+MARIMBA

A delicate marimba with presence and subtle panning. XX patch sounds like celeste. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Mod wheel adds tremolo.
- OX Soft attack.
- XO Attack transient only.
- XX Celeste patch.

SYRIMBA DM# 8204
179 Blocks MALLET+BELL+MARIMBA

A woody-sounding synthesized marimba.

PATCH SELECTS:
- OO Sharp mallet attack.
- OX Octaves in stereo.
- XO Key-up retriggers notes.
- XX Fourths in stereo.

XYLOPHONE 1 DM# 8301
142 Blocks MALLET+BELL+XYLOPHONE

XYLOPHONE recreates the woody timbre of its namesake.

PATCH SELECTS:
- OO Single layer.
- OX Octaves.
- XO Stereo.
- XX Repeat ramp.

XYLOPHONE 2 DM# 8302
730 Blocks MALLET+BELL+XYLOPHONE

A series of wooden bars of varying length struck with small wooden hammers.

PATCH SELECTS:
- OO Mod wheel controls filtering.
- OX Key-up retrigger.
- XO Key-up is an octave higher.
- XX Key-down is an octave lower.

BELL TREE DM# 8401
286 Blocks MALLET+BELL+BELLS

The sound of an upward stroke on wind chimes. This sound begins at F4, and is designed to be used with "PIANO HRMNIC."

PATCH SELECTS:
- OO Single layer.
- OX Repeat ramp.
- XO Stereo.
- XX Repeat ramp during sustain.

BELLS DM# 8402
113 Blocks MALLET+BELL+BELLS

...but not just any bells. Check out the patch selects, in particular the lower octave of patch XO with Poly-Key. From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO Stereo.
- OX Pitch bend up.
- XO Pitch bend down.
- XX Bi-directional pitch bend.

BUDDHA BELLS DM# 8403
194 Blocks MALLET+BELL+BELLS

These Tibetan temple bells exhibit a lovely natural vibrato and an exceptionally rich texture.

PATCH SELECTS:
- OO Stereo.
- OX Without echo.
- XO Octaves.
- XX Octave lower.

CATHEDRAL DM# 8404
247 Blocks MALLET+BELL+BELLS

A wide range of bell sounds from carillon to delicate chimes.

PATCH SELECTS:
- OO Stereo.
- OX Mod wheel controls panning.
- XO Mod wheel controls pitch.
- XX Octaves, with a soft attack.

CHIME DM# 8405
133 Blocks MALLET+BELL+BELLS

This chime patch is excellent for carillons (or hooking up to your MIDI doorbell). From the Craig Anderton Signature Series.

PATCH SELECTS:
- OO CHIME.
- OX Right layer only.
- XO Left layer only.
- XX Same as OO.

CROTALES DM# 8406
113 Blocks MALLET+BELL+BELLS

A percussion instrument featuring a bell attack and a celeste-like sustain. This sound begins at F4 and is designed to be used with "CUP GONG," #8403.

PATCH SELECTS:
- OO Stereo.
- OX Mono patch with stereo image.
- XO Mysterious pad.
- XX Unique repeat ramp.

CUP GONGS DM# 8407
303 Blocks MALLET+BELL+BELLS

A recreation of the delicate sound of the ancient Chinese percussion instrument.

PATCH SELECTS:
- OO Stereo.
- OX Muted.
- XO Mod wheel lowers pitch.
- XX Octave down.

GLOCKENSPIEL DM# 8408
210 Blocks MALLET+BELL+BELLS

The marching band bell sound best known for its use in Sousa marches.

PATCH SELECTS:
- OO Stereo.
- OX More subtle and delicate.
- XO Chorused.
- XX Rich multi-layer version.

MARK TREE-DN DM# 8409
266 Blocks MALLET+BELL+BELLS

A gentle, downward bell-tree sound. The sound begins at G4 for combining with "ORGAN HIT," #3905.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX Combines OX and XO.

MARK TREE-UP DM# 8410
266 Blocks MALLET+BELL+BELLS

A delicate bell tree sound playing an upward sweep.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX True stereo layers and repeat ramp.

ORCH BELLS DM# 8411
138 Blocks MALLET+BELL+BELLS

A ringing recreation of orchestral bells, also known as tubular bells. This sound begins at F4 and is designed to be used with "CHE CYMBAL," #8502.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Mono patch with stereo image.

SLIT BELL DM# 8412
163 Blocks MALLET+BELL+BELLS

A shimmering sound resembling a glockenspiel in tone, but with an adventuresome spirit underneath.

PATCH SELECTS:
OO Stereo, with abrupt decay if keys are held.
OX Natural decay.
XO Slow attack.
XX Wild pitch-shifting during decay.

STAR CHIMES DM# 8413
207 Blocks MALLET+BELL+BELLS

This sample was created by striking a brass tube with a small metal rod.

PATCH SELECTS:
OO Stereo.
OX Panned left.
XO Loop variation.
XX Alive and ringing.

WIND CHIMES DM# 8414
145 Blocks MALLET+BELL+BELLS

This sample was taken from a rare set of Japanese bells.

PATCH SELECTS:
OO Layers doubled for increased punch.
OX Single layer.
XO Chorused.
XX Move this sound with gale force.

BOWED GONG DM# 8501
867 Blocks MALLET+BELL+CYMBAL+GONG

A large Chinese gong bowed with a string bass bow.

PATCH SELECTS:
OO Mod wheel controls pitch and vibrato.
OX Emphasizes bow scrape.
XO Pitched across the keyboard.
XX Stereo random panning.

CHE CYMBAL DM# 8502
139 Blocks MALLET+BELL+CYMBAL+GONG

A percussion instrument that is characterized by its explosive rattle. This sound ends at E4 and is designed to be used with "ORCH BELLS," #8410.

PATCH SELECTS:
OO Single layer.
OX Reverse.
XO Stereo.
XX Unique repeat ramp.

CUP GONG DM# 8503
133 Blocks MALLET+BELL+CYMBAL+GONG

A very pure percussive bell tone. This sound ends at E4 and is designed to be used with "CROTALES," #8405.

PATCH SELECTS:
OO Stereo.
OX Short blip.
XO Swelled attack.
XX Unique repeat ramp.

FU YIN GONG DM# 8504
266 Blocks MALLET+BELL+CYMBAL+GONG

A delicate sound with a descending sustain. The sound begins at F5 for combining with "HAMRD PIANO," #4501.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Quick decay.

FX GONGS DM# 8505
497 Blocks MALLET+BELL+CYMBAL+GONG

Digitally processed and mutilated Opera and Fu Yin Gongs.

PATCH SELECTS:
OO Stereo.
OX Upward pitch slide.
XO Muted Opera Gong.
XX Downward pitch slide.

OPERA GONG DM# 8506
244 Blocks MALLET+BELL+CYMBAL+GONG

A gong with an ascending sustain. The sound begins at F5 for combining with "ORCH CLUSTER," #1107.

PATCH SELECTS:
OO Single layer.
OX Stereo with soft attack.
XO Stereo with original attack.
XX Quick decay.

WIND GONG DM# 8507
266 Blocks MALLET+BELL+CYMBAL+GONG

A boisterous gong with lots of splash in its attack. This sound ends at E4 and is designed to be used with "SLIT DRUM," #3514.

PATCH SELECTS:
OO Single layer.
OX Stereo with swelling attack.
XO Spacious stereo with original attack. Big!
XX One octave higher.

BOWED VIBELL DM# 8601
140 Blocks MALLET+BELL+UNUSUAL BELL

The attack portion of a bow scrape is grafted onto a sustaining vibes/bell combination.

PATCH SELECTS:
OO Stereo.
OX Detuned layers create a chorus effect.
XO Stereo controlled by key ups/downs.
XX Octaves.

CLEAR BELL DM# 8602
185 Blocks MALLET+BELL+UNUSUAL BELL

A metal lampshade, struck with a hard rubber xylophone mallet forms the basis of this sound.

PATCH SELECTS:
OO Stereo.
OX Octaves.
XO Chorused.
XX Velocity-controlled pitch envelope.

SHADE BELL DM# 8603
310 Blocks MALLET+BELL+UNUSUAL BELL

An antique glass lamp shade struck with a specially designed mallet forms the basis for this sound.

PATCH SELECTS:
OO Stereo.
OX Key-up layer an octave down.
XO Bi-directional pitch envelopes.
XX Darker version of OO.

SNOW QUEEN DM# 8604
357 Blocks MALLET+BELL+UNUSUAL BELL

Sampled bells arpeggiating in a downward I-V-I series create this icy effect.

PATCH SELECTS:
OO Stereo.
OX Three octaves.
XO Two octaves.
XX Complex filter and stereo envelope.

TACK BELL DM# 8605
302 Blocks MALLET+BELL+UNUSUAL BELL

A metal mixing bowl - struck, sampled, and looped.

PATCH SELECTS:
OO Stereo.
OX Key-up layer an octave up.
XO Filtered attack.
XX Octaves.

TOASTED DM# 8606
213 Blocks MALLET+BELL+UNUSUAL BELL

This instrument was created by striking two metal-rimmed wine glasses together, and looping the resulting sample.

PATCH SELECTS:
OO Velocity-controlled sample start point.
OX Octave down.
XO Fourths with random panning.
XX Muted.

BLO UP BLOON DM# 9101
500 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel controls pitch.
OX Threatening sci-fi version.
XO Pitched across keyboard.
XX Same as OO.

BUSY DM# 9102
237 Blocks SOUND EFFECT+HOUSEHOLD FX

A telephone busy signal from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO BUSY. Call later.
OX Pitched across the keyboard.
XO A worn-out satellite falling to Earth?
XX Out of phase.

CHIP CRUNCH DM# 9103
500 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library - the crunching of a single potato chip.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Chip being chewed.
XO Reverse.
XX Out of phase.

CORK POP DM# 9104
119 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library - a champagne bottle being uncorked. In the lower ranges, it produces a surprising tribal drum sound.

PATCH SELECTS:
OO CORK POP.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

COUGH 1 DM# 9105
161 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

COUGH 2 DM# 9106
157 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library. Ah-hem.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

COUGH 3 DM# 9107
195 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

DIAL TONE DM# 9108
235 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO DIAL TONE.
OX Dial tone bassoon.
XO Slow attack.
XX Brighter version of OX.

FLYIN BALOON DM# 9109
547 Blocks SOUND EFFECT+HOUSEHOLD FX

A sound with the potential to be very ominous. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO FLYIN BALOON.
OX "Bowels of the earth" variation.
XO Pitched across keyboard.
XX Pitch envelope.

KNOK ON DOOR DM# 9110
56 Blocks SOUND EFFECT+HOUSEHOLD FX

A simple door knock that can double as an African drum - from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel controls brightness.
OX Door knock on layers 3 & 4.
XO Reverse.
XX Out of phase.

LIL BURP DM# 9111
90 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX Pitched across the keyboard.
XO Out of phase and reversed.
XX Pitch envelope.

LONG BURP DM# 9112
263 Blocks SOUND EFFECT+HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

OFF HOOK DM# 9113
39 Blocks SOUND EFFECT+HOUSEHOLD FX

The sound of a telephone off the hook from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Single layer.
OX Pitched across the keyboard.
XO Same as OO.
XX Same as OO.

OPENING DOOR DM#9114
307Blocks SOUND EFFECT •HOUSEHOLD FX

This opening door could benefit from some oil.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Pitch envelope.
XX Reverse.

PHONE RING DM#9115
769Blocks SOUND EFFECT •HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Note key-up layers.
OX Dry, pitched phone.
XO Short ring, pitched.
XX Key-up retriggers sound.

PICK UP DM#9116
124Blocks SOUND EFFECT •HOUSEHOLD FX

A phone pick up effect from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Close range.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase and distant.

PLATE SMASH DM#9117
412Blocks SOUND EFFECT •HOUSEHOLD FX

A raucous effect from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Plate smash.
OX Tuned across keyboard.
XO Reverse.
XX Pitch envelope.

POP BALOON DM#9118
121Blocks SOUND EFFECT •HOUSEHOLD FX

A balloon popping - from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO POP BALOON.
OX Tuned across keyboard.
XO Reverse.
XX Try as percussion sound.

RING THEM DM#9119
78Blocks SOUND EFFECT •HOUSEHOLD FX

A telephone ring from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO RING THEM.
OX Pitched across the keyboard.
XO RING THEM from planet Nine.
XX Out of phase.

SNEEZE DM#9120
240Blocks SOUND EFFECT •HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

SNIPPERS DM#9121
133Blocks SOUND EFFECT •HOUSEHOLD FX

The sound of scissors in action. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Single snip; snip/open; loud snip/open.
OX Pitched across the keyboard.
XO Reverse.
XX Random panning.

TELEPHONE DM#9122
140Blocks SOUND EFFECT •HOUSEHOLD FX

This telephone rings from F#3 to F#4.

PATCH SELECTS:
OO Single layer.
OX Stereo with repeat ramp.
XO Stereo with original attack.
XX Soft attack.

TICKING DM#9123
153Blocks SOUND EFFECT •HOUSEHOLD FX

The sound of a small clock ticking. Larger clocks are produced at lower pitches. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Out of phase.
XX A clock designed by Dali.

TOUCH TONES DM#9124
657Blocks SOUND EFFECT •HOUSEHOLD FX

Touch tones in Holophonic sound.

PATCH SELECTS:
OO Multisampled TOUCH TONES.
OX Dial tone.
XO Dial tone faded in.
XX OX with high-pass filtering.

TURN PAGE DM#9125
416Blocks SOUND EFFECT •HOUSEHOLD FX

The sound of a page being turned. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO High-pass filtered.
XX Out of phase.

WINDOW SMASH DM#9126
623Blocks SOUND EFFECT •HOUSEHOLD FX

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel varies stereo spread.
OX Pitch changes across the keyboard.
XO Pitch envelope.
XX Only falling shards of glass.

25 CAL AUTO DM#9201
184Blocks SOUND EFFECT •GUNS+ROCKETS

Small caliber pistol from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Natural ambience.
OX Dry version.
XO Reverse.
XX Pitch auto-bend.

45 CAL AUTO DM#9202
343Blocks SOUND EFFECT •GUNS+ROCKETS

.45 caliber pistol from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Natural ambience.
OX Muffled shot.
XO Ambience variation.
XX Subtle pitch change across keyboard.

CANNON DM#9203
562Blocks SOUND EFFECT •GUNS+ROCKETS

A highly convincing cannon blast, complete with aftershock.

PATCH SELECTS:
OO Root key is C4.
OX Reverse.
XO Pitch envelope.
XX Doubled for more gain.

M-14 RIFLE DM#9204
198Blocks SOUND EFFECT •GUNS+ROCKETS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO A single shot.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

MACHINE GUN DM#9205
635Blocks SOUND EFFECT •GUNS+ROCKETS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO MACHINE GUN.
OX Adds simulated reverb.
XO Single shot.
XX Same as OO.

MED BANG DM#9206
597Blocks SOUND EFFECT •GUNS+ROCKETS

An incredibly realistic explosion from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO It's a blast.
OX Distant muted version.
XO Medium distance.
XX Stereo, subtle pitch change up keyboard.

RIFLE CK-SHT DM#9207
406Blocks SOUND EFFECT •GUNS+ROCKETS

From the 27th Dimension Holophonics Sound library, a rifle being cocked and fired.

PATCH SELECTS:
OO Rifle cock on key-down, shot on key-up.
OX Rifle cock.
XO Mod wheel controls pitch and filters.
XX Rifle shot.

ROCKET FIRE DM#9208
290Blocks SOUND EFFECT •GUNS+ROCKETS

Light the fuse - from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Small rocket launch.
OX Panned left.
XO Panned right.
XX Stereo auto-pan.

ELEVATOR DM#9301
879Blocks SOUND EFFECT •ENVIRONMENT

An elevator in Holophonic sound...wait until you play some chords.

PATCH SELECTS:
OO ELEVATOR.
OX OO with gradual drop in pitch.
XO OO with quick rise in pitch.
XX Reverse.

HOSE-SHOWER DM#9302
1059Blocks SOUND EFFECT •ENVIRONMENT

A cool, refreshing effect from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Poly-Key controls muting.
OX Pitched across keyboard.
XO Sustaining version.
XX Drain gurgle.

NEWS ROOM DM#9303
1033Blocks SOUND EFFECT •ENVIRONMENT

Typewriters, teletypes, and other sounds of a busy news room. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Out of phase.
XX NEWS ROOM heard from a distance.

NOISE DM#9304
89Blocks SOUND EFFECT •ENVIRONMENT

The classic "pink noise" sound from the world of analog synthesis provides a variety of thunder and surf effects.

PATCH SELECTS:
OO Distant thunder.
OX Faster attack.
XO Multiple attacks.
XX Thinner surf-like version.

ROCK CROWD DM#9305
1027Blocks SOUND EFFECT •ENVIRONMENT

From the 27th Dimension Holophonics Sound library. Why wait for the big time when you can enjoy some of the applause now?

PATCH SELECTS:
OO Pitched across the keyboard.
OX Transformed into a solar blizzard.
XO Pitch envelope on key-up.
XX High-pass filtered.

STREAM DM#9306
678Blocks SOUND EFFECT •ENVIRONMENT

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Out of phase.
XO Pitched across the keyboard.
XX High-pass filtered.

SURF DM#9307
1092Blocks SOUND EFFECT •ENVIRONMENT

From the 27th Dimension Holophonics Sound library. Vary the velocity for forceful or gentle waves.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Low-pass filtered.
XX LFO used for sweeping sound.

160 MPH DM#9401
907Blocks SOUND EFFECT •VEHICLES

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Auto-panning (no pun intended).
OX Pitched across the keyboard.
XO 160 MPH approach loop.
XX OO with panning reversed.

CROSS BELL DM#9402
402Blocks SOUND EFFECT •VEHICLES

A railroad crossing bell from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO CROSS BELL.
OX Pitched across the keyboard.
XO A single bell tone.
XX Pitch envelope.

FAST STOP DM#9403
664Blocks SOUND EFFECT •VEHICLES

From the 27th Dimension Holophonics Sound library - a high performance auto coming to a quick stop.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

NIGHT TRAIN DM#9404
910Blocks SOUND EFFECT •VEHICLES

A realistic train sound from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO NIGHT TRAIN.
OX Slower moving train.
XO Fast attack.
XX Pitch envelope.

TOP FUEL CAR DM# 9405
1116 Blocks SOUND EFFECT •VEHICLES

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Right to left panning.
OX Idling and pitched across keyboard.
XO OO with right to left panning, pitched.
XX Out of phase.

US JET DM# 9406
876 Blocks SOUND EFFECT •VEHICLES

A screaming fly-by of a jet fighter. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Pitch envelope.
XX XO panned right to left.

WIPERS DM# 9407
469 Blocks SOUND EFFECT •VEHICLES

From the 27th Dimension Holophonics Sound library - electric windshield wipers.

PATCH SELECTS:
OO Mod wheel adds slight vibrato.
OX Pitched across the keyboard.
XO High-pass filtered.
XX Out of phase.

HOME RUN DM# 9501
162 Blocks SOUND EFFECT •SPORTS

From the 27th Dimension Holophonics Sound library - a bat hitting a baseball.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

PING PONG DM# 9502
559 Blocks SOUND EFFECT •SPORTS

From the 27th Dimension Holophonics Sound library. Check this one out in stereo.

PATCH SELECTS:
OO Mod wheel controls vibrato.
OX Ball hitting table.
XO Pitched across the keyboard.
XX Mono version.

RESPONSE DM# 9503
216 Blocks SOUND EFFECT •SPORTS

From the 27th Dimension Holophonics Sound library. Three responses from a small crowd: Yeah!, Gasp, Ooh.

PATCH SELECTS:
OO Yeah!; Gasp; Ooh.
OX Same as OO.
XO Same as OO.
XX Same as OO.

STRIKE DM# 9504
494 Blocks SOUND EFFECT •SPORTS

From the 27th Dimension Holophonics Sound library. Bowling at its finest. Put on your plaid pants.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

TEE OFF DM# 9505
157 Blocks SOUND EFFECT •SPORTS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO A nice hit.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

BEE DM# 9601
304 Blocks SOUND EFFECT •ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Stereo.
OX Pitched across the keyboard.
XO High-pass filtering.
XX Two BEE's or not two BEE's.

BIRDSONG DM# 9602
110 Blocks SOUND EFFECT •ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity-controlled gain.
OX Pitched across the keyboard.
XO OX panned left.
XX OX panned right.

CHIRP DM# 9603
117 Blocks SOUND EFFECT •ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Variations in phasing.
XX Reverse.

CLUCK DM# 9604
376 Blocks SOUND EFFECT •ANIMALS

Chicken delight from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO CLUCK.
OX Pitched across the keyboard.
XO OX with filtering.
XX Reverse.

COW MOO DM# 9605
293 Blocks SOUND EFFECT •ANIMALS

From the 27th Dimension Holophonics Sound library. A mooving experience.

PATCH SELECTS:
OO COW MOO.
OX Pitched across the keyboard.
XO OX modulated by a pitch envelope.
XX Reverse.

DOG DM# 9606
671 Blocks SOUND EFFECT •ANIMALS

A vicious, snarling dog on the lower end of the keyboard, friendly barking on the upper end. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO C2-F4: Mean dog; F#4-C7: Nice dog.
OX Pitched across the keyboard.
XO Panned left.
XX Panned right.

DONKEY DM# 9607
337 Blocks SOUND EFFECT •ANIMALS

This sound captures the spirit of the Old West in Holophonic sound.

PATCH SELECTS:
OO Donkey.
OX Bird.
XO Pitched across the keyboard.
XX Reverse.

ELEPHANT DM# 9608
376 Blocks SOUND EFFECT •ANIMALS

A hard-charging elephant from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO ELEPHANT.
OX Elephant doing bird imitations.
XO Pitched across the keyboard.
XX Reverse.

HORSE SNORT DM#9609
228Blocks SOUND EFFECT•ANIMALS

From the Holophonics sound effects library.

PATCH SELECTS:
OO Velocity changes duration.
OX Pitched across the keyboard.
XO Downward pitch slide.
XX Reversed.

HORSE WHINNE DM#9610
516Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO HORSE WHINNE.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

LEAD BIRD DM#9611
183Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity-controlled variations.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.

LION ROARS DM#9612
592Blocks SOUND EFFECT•ANIMALS

A frightening, Holophonic lion roaring.

PATCH SELECTS:
OO Velocity controlled volume.
OX Reverse.
XO Pitched across the keyboard.
XX XO with quick pitch envelope.

PIG SNORT DM#9613
226Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity varies pitch.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

QUACK DM#9614
87Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity-controlled pitch variations.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

SQUAK DM#9615
111Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO SQUAK.
OX Pitched across the keyboard.
XO Panned left.
XX Panned right.

WOOLY BAAAH DM#9616
268Blocks SOUND EFFECT•ANIMALS

From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO WOOLY BAAAH.
OX Pitched across the keyboard.
XO Out of phase.
XX Reverse.

BUZZER DM#9701
370Blocks SOUND EFFECT•MISC FX

A game show or intercom buzzer. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO BUZZER.
OX Pitched across the keyboard.
XO High-pass filtering.
XX Out of phase.

FIREBELL DM#9702
56Blocks SOUND EFFECT•MISC FX

A fire alarm from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Mod wheel varies brightness.
OX Tuned to fifths.
XO Tuned to seconds.
XX Panned left.

GAVEL DM#9703
352Blocks SOUND EFFECT•MISC FX

A decisive gavel strike. From the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO Velocity controls volume.
OX Pitched across the keyboard.
XO Pitched across the keyboard.
XX Out of phase.

REGISTER DM#9704
549Blocks SOUND EFFECT•MISC FX

A cash register from the 27th Dimension Holophonics Sound library.

PATCH SELECTS:
OO REGISTER.
OX Pitched across the keyboard.
XO Reverse.
XX Anvil-like sound in lower end of keyboard.

WHIP DM#9705
275Blocks SOUND EFFECT•MISC FX

From the 27th Dimension Holophonics Sound library - the crack of a whip.

PATCH SELECTS:
OO Mod wheel adds vibrato.
OX Pitched across the keyboard.
XO Reverse.
XX Out of phase.